

Event Storming

From Sticky Notes to Code



Agenda

- ▶ Event Storming
- ▶ CQRS + Event Sourcing
- ▶ TDD Example



Event Storming

A workshop-based method to explore a domain



EVENT

Historical Fact

COMMAND

Imperative Action

CONSTRAINT

Policy/Rule applied to previous events

Legend



EVENT

Historical Fact

COMMAND

Imperative Action

CONSTRAINT

Policy/Rule applied to previous events

Legend



ACCOUNT
WAS
OPENED

Bank Account Example



ACCOUNT
WAS
OPENED

MONEY
WAS
DEPOSITED

Bank Account Example



ACCOUNT
WAS
OPENED

MONEY
WAS
DEPOSITED

MONEY WAS
WITHDRAWN

Bank Account Example



ACCOUNT
WAS
OPENED

MONEY
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MONEY WAS
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ACCOUNT
WAS
CLOSED

Bank Account Example



EVENT

Historical Fact

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Policy/Rule applied to previous events

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ACCOUNT
WAS
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MONEY WAS
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ACCOUNT
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CLOSED

Bank Account Example





Bank Account Example





Bank Account Example





Bank Account Example





Bank Account Example





Bank Account Example





Bank Account Example





Bank Account Example



EVENT

Historical Fact

COMMAND

Imperative Action

CONSTRAINT

Policy/Rule applied to previous events

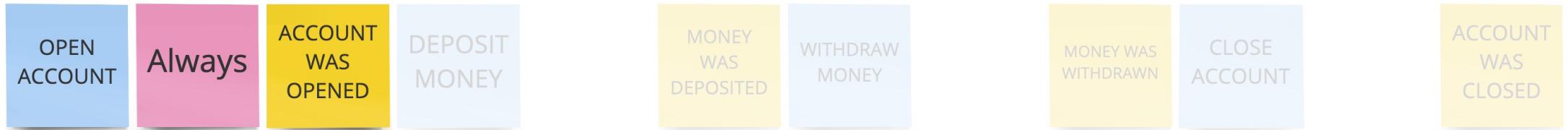
Legend





Bank Account Example





Bank Account Example





Bank Account Example





Bank Account Example





Bank Account Example





Bank Account Example





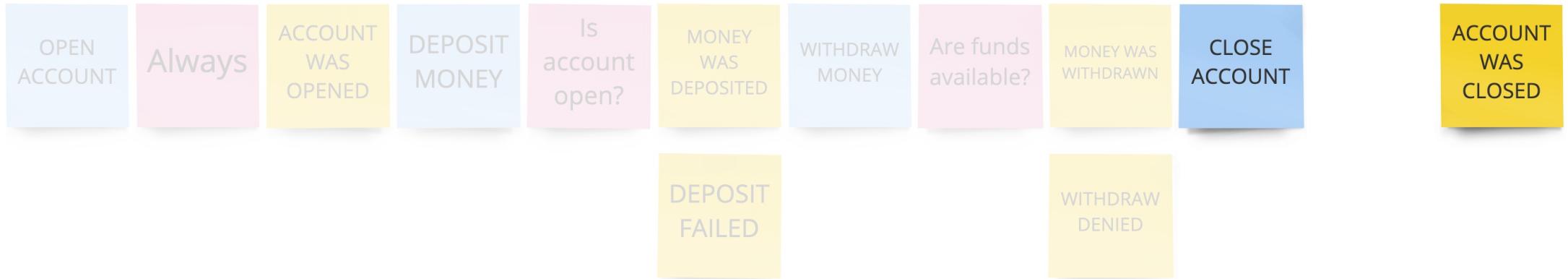
Bank Account Example





Bank Account Example





Bank Account Example





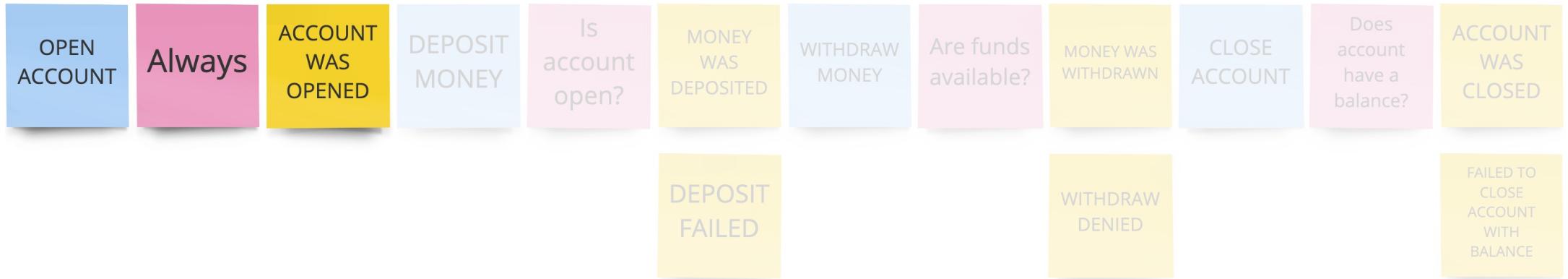
Bank Account Example





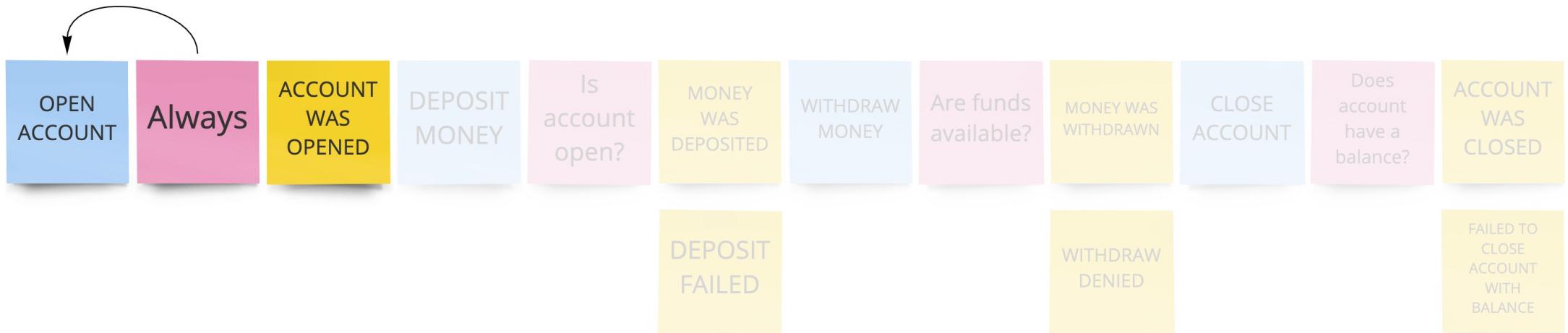
Bank Account Example





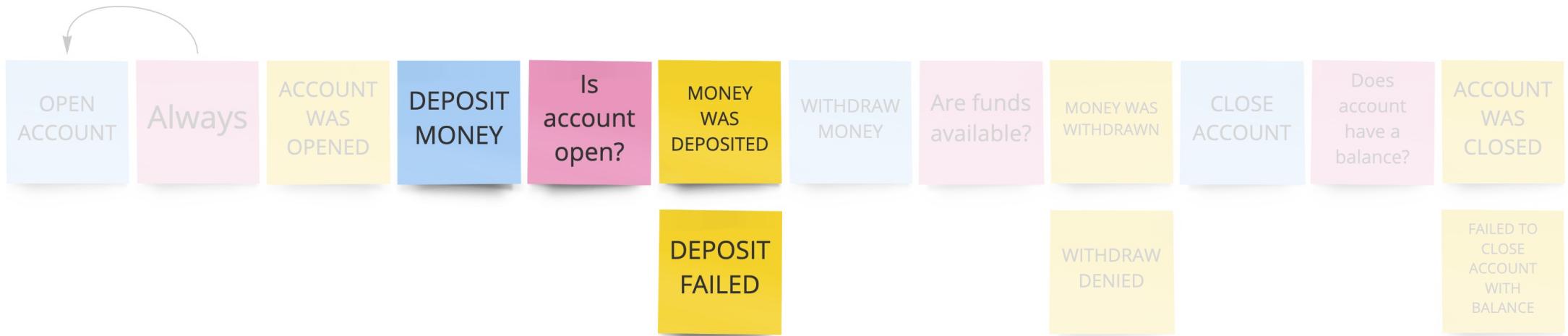
Bank Account Example





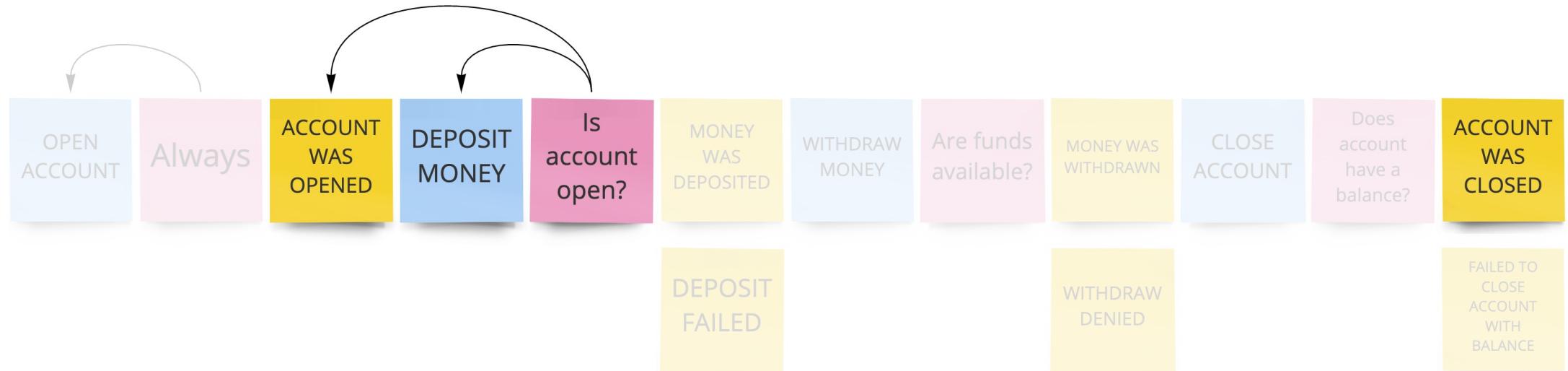
Bank Account Example





Bank Account Example





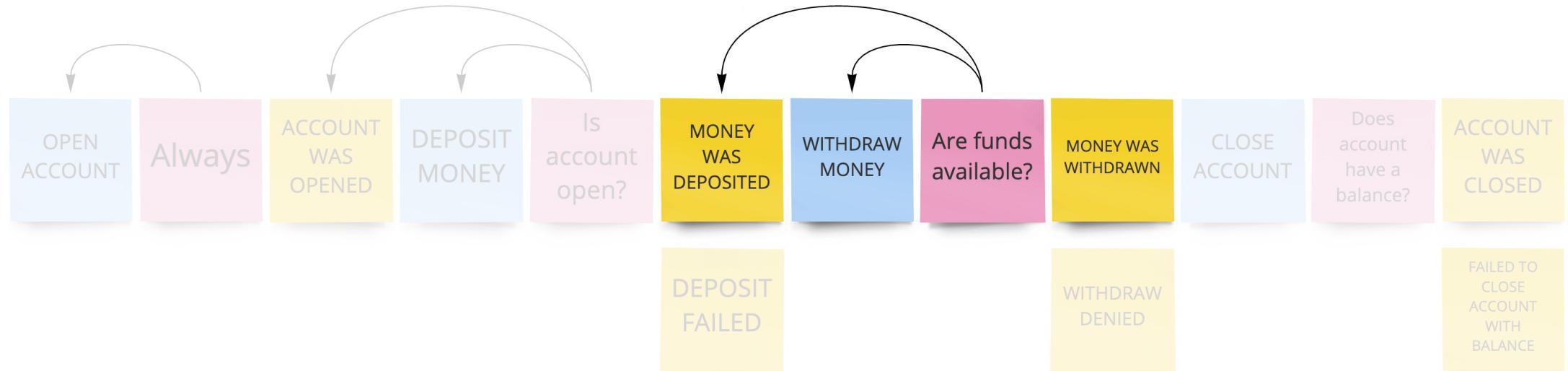
Bank Account Example





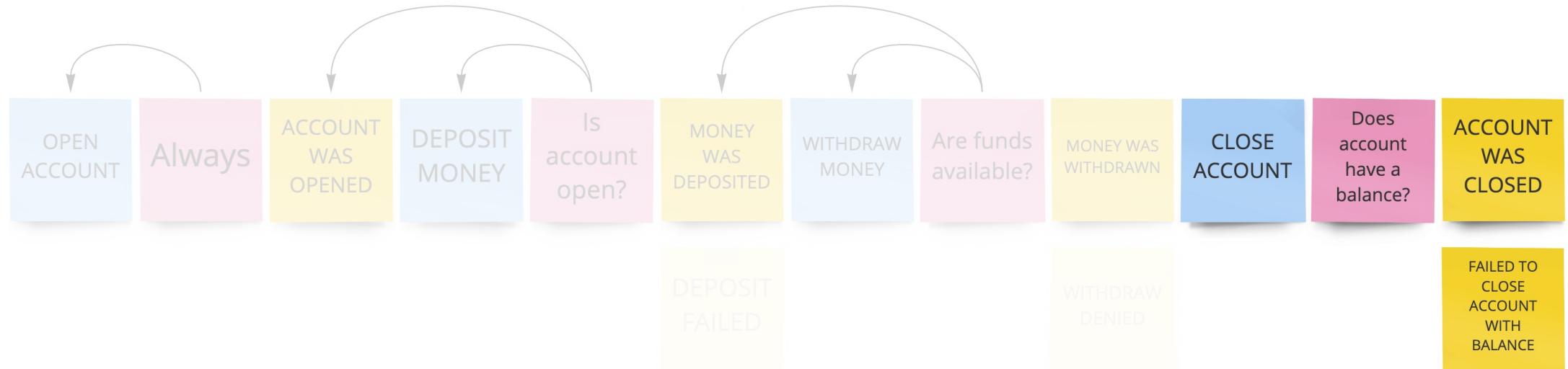
Bank Account Example





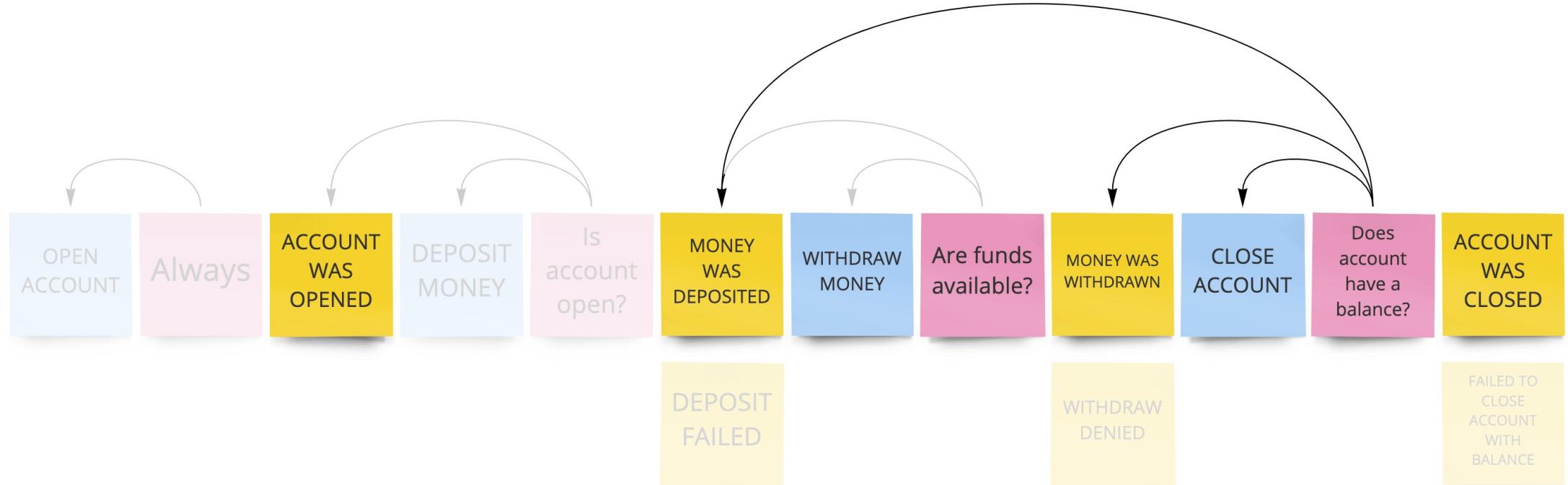
Bank Account Example





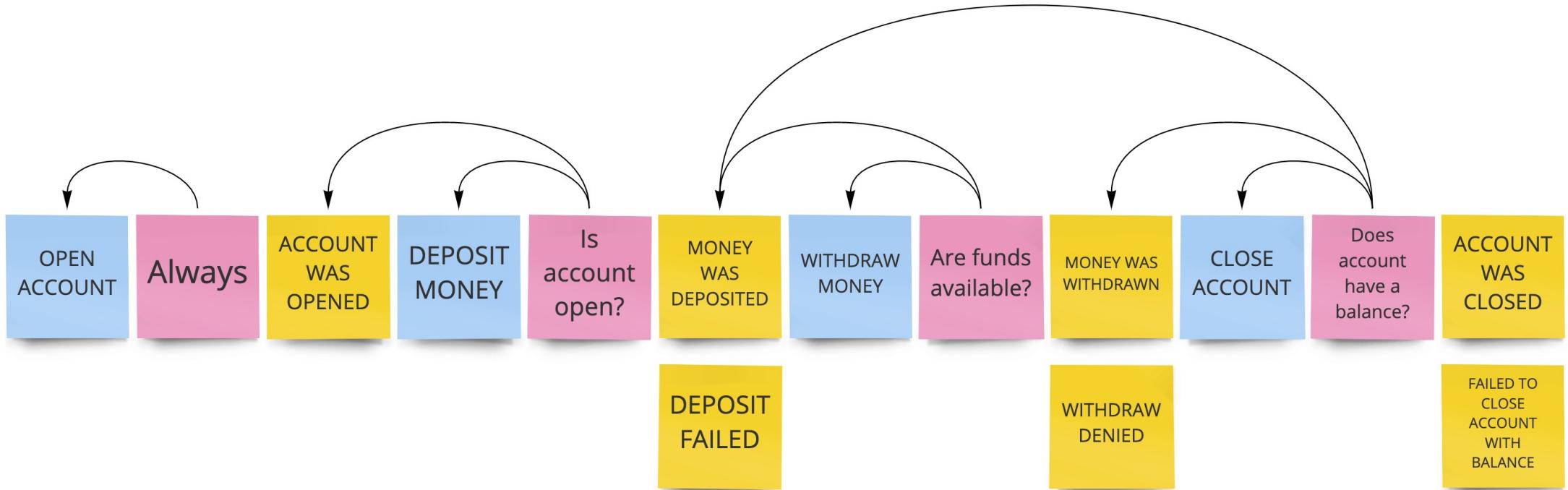
Bank Account Example





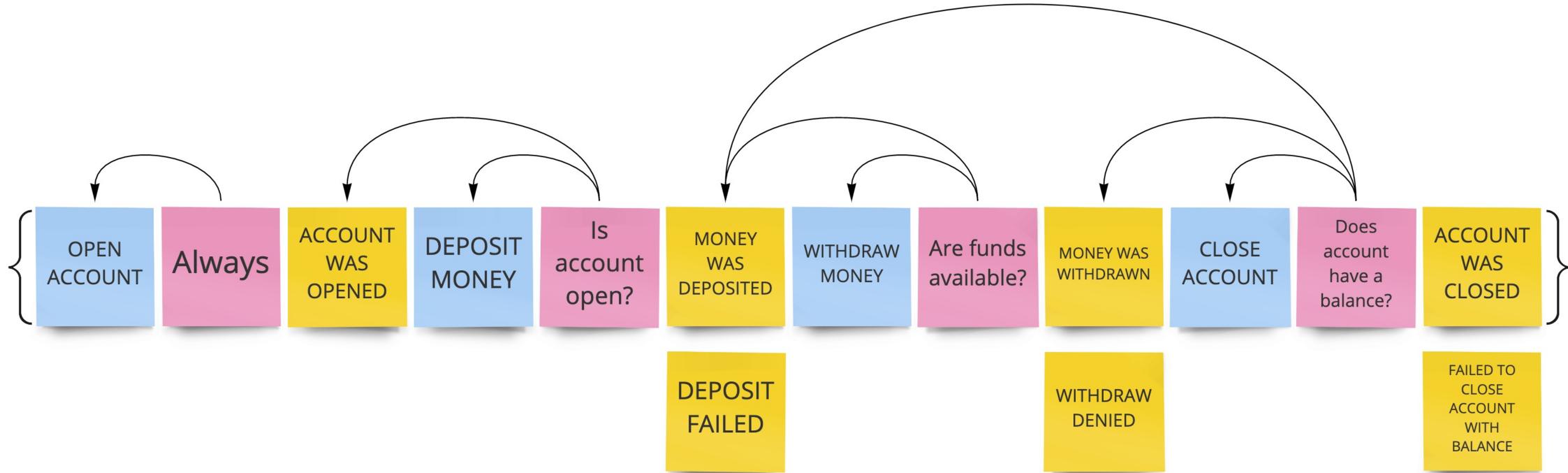
Bank Account Example





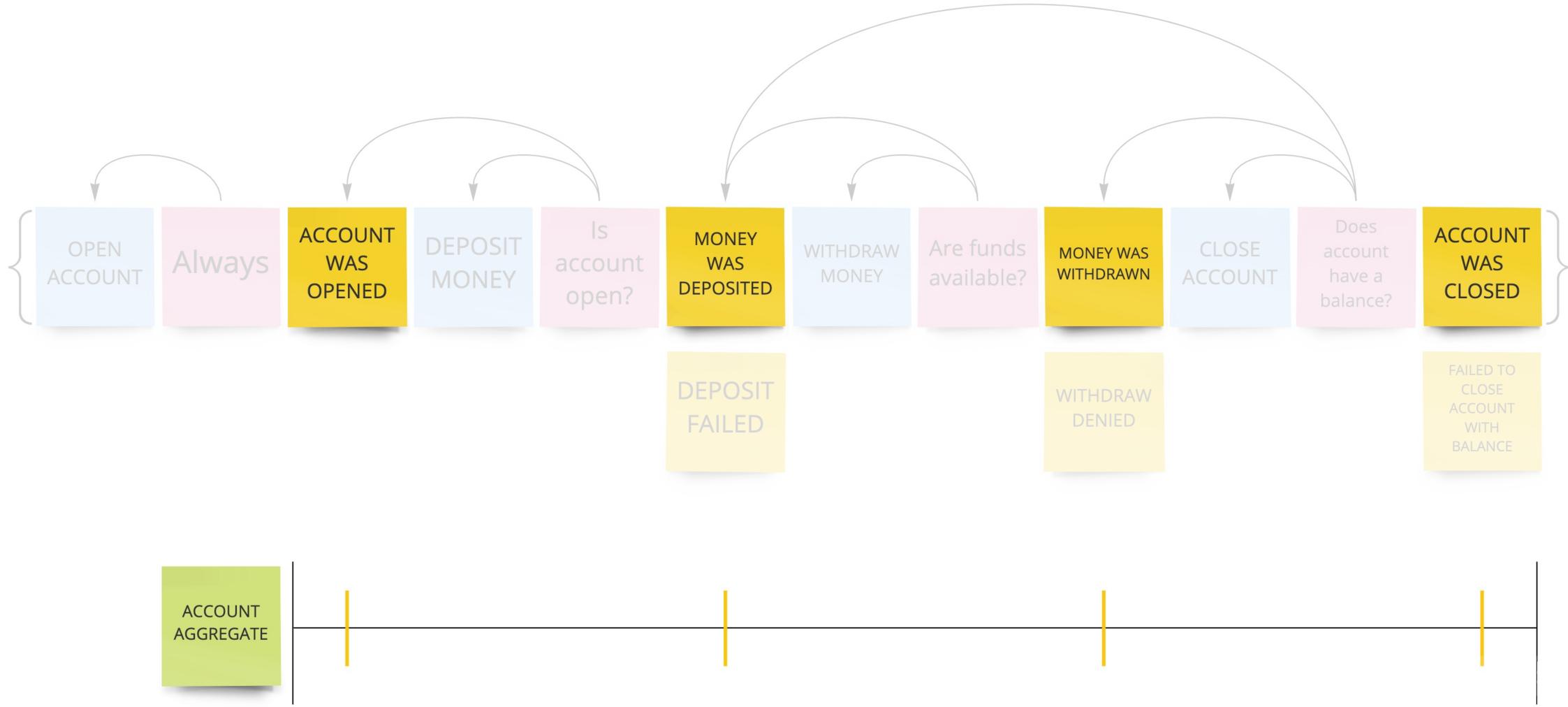
Bank Account Example





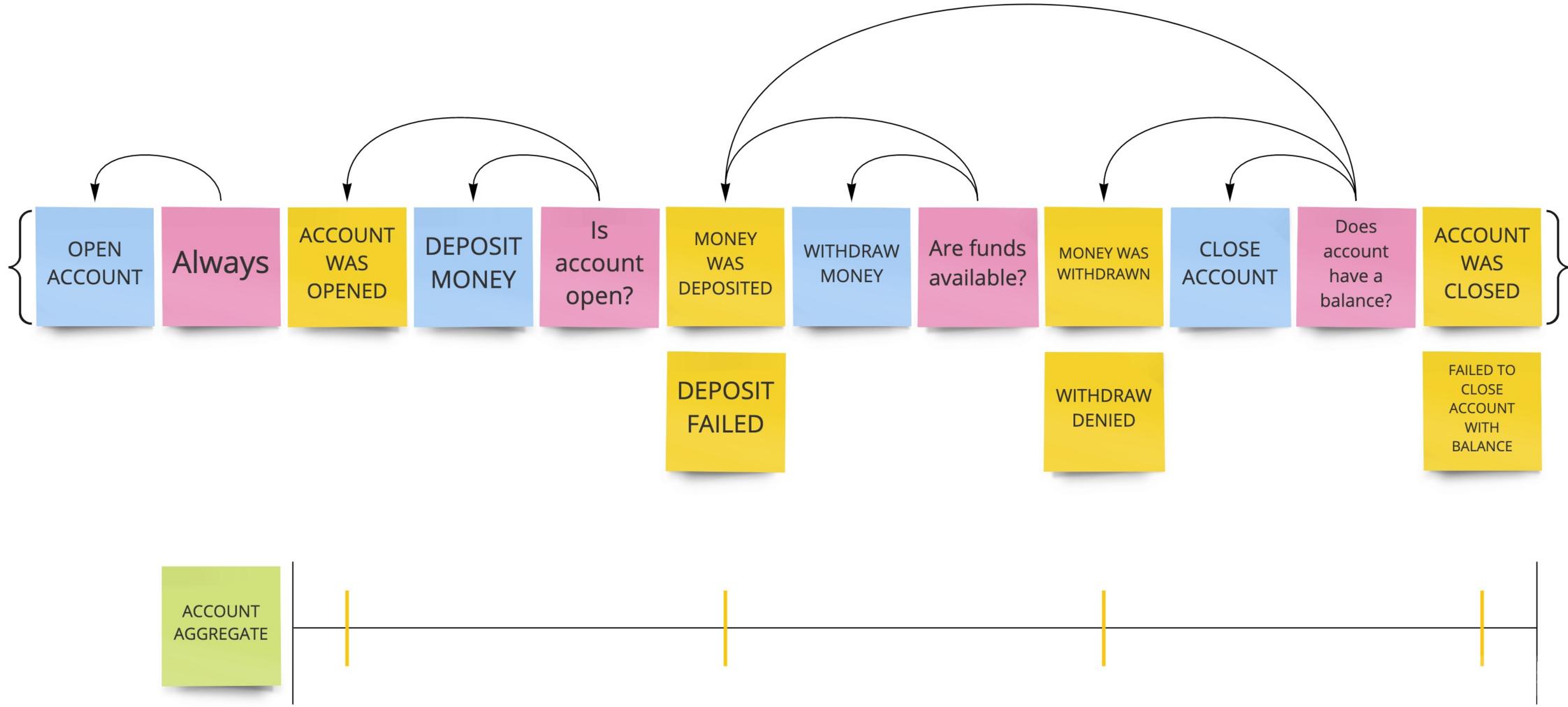
Bank Account Example





Bank Account Example





Bank Account Example



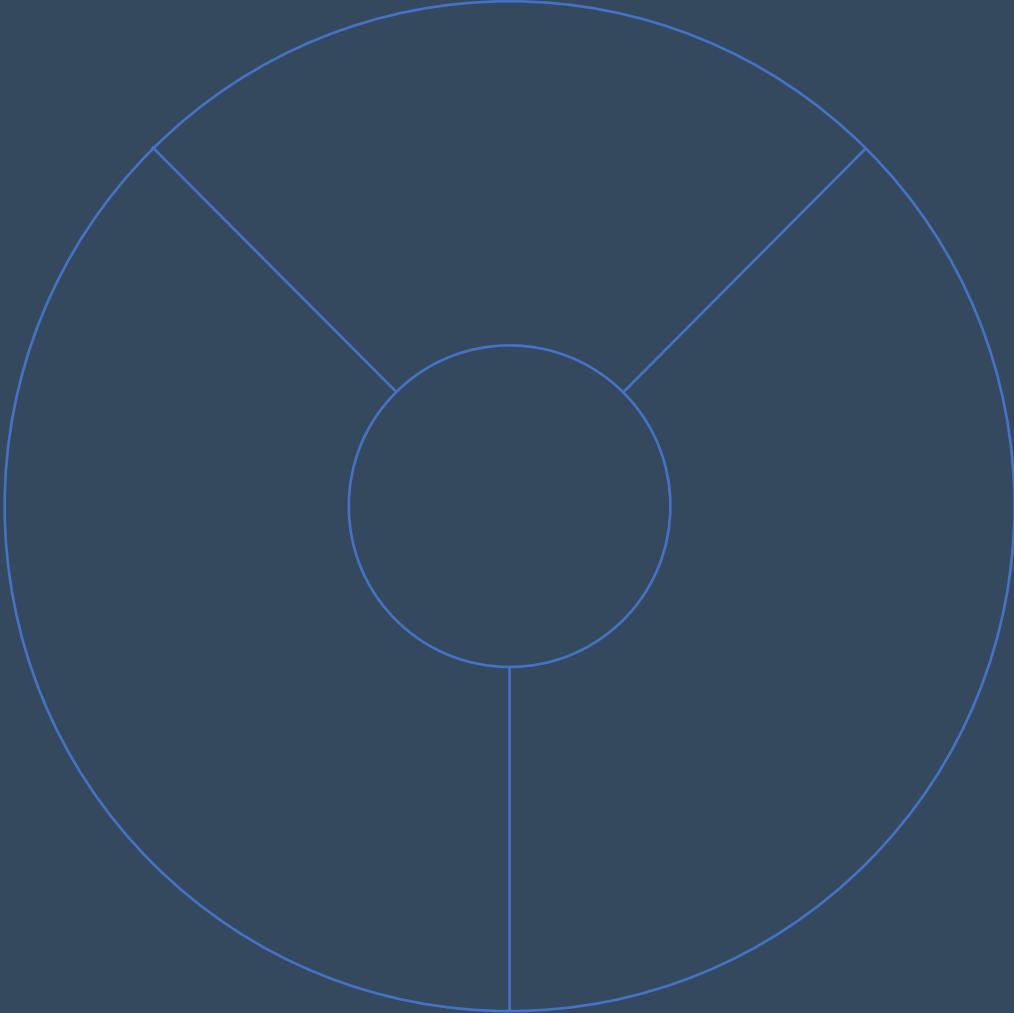
CQRS + Event Sourcing

Command Query Responsibility Segregation



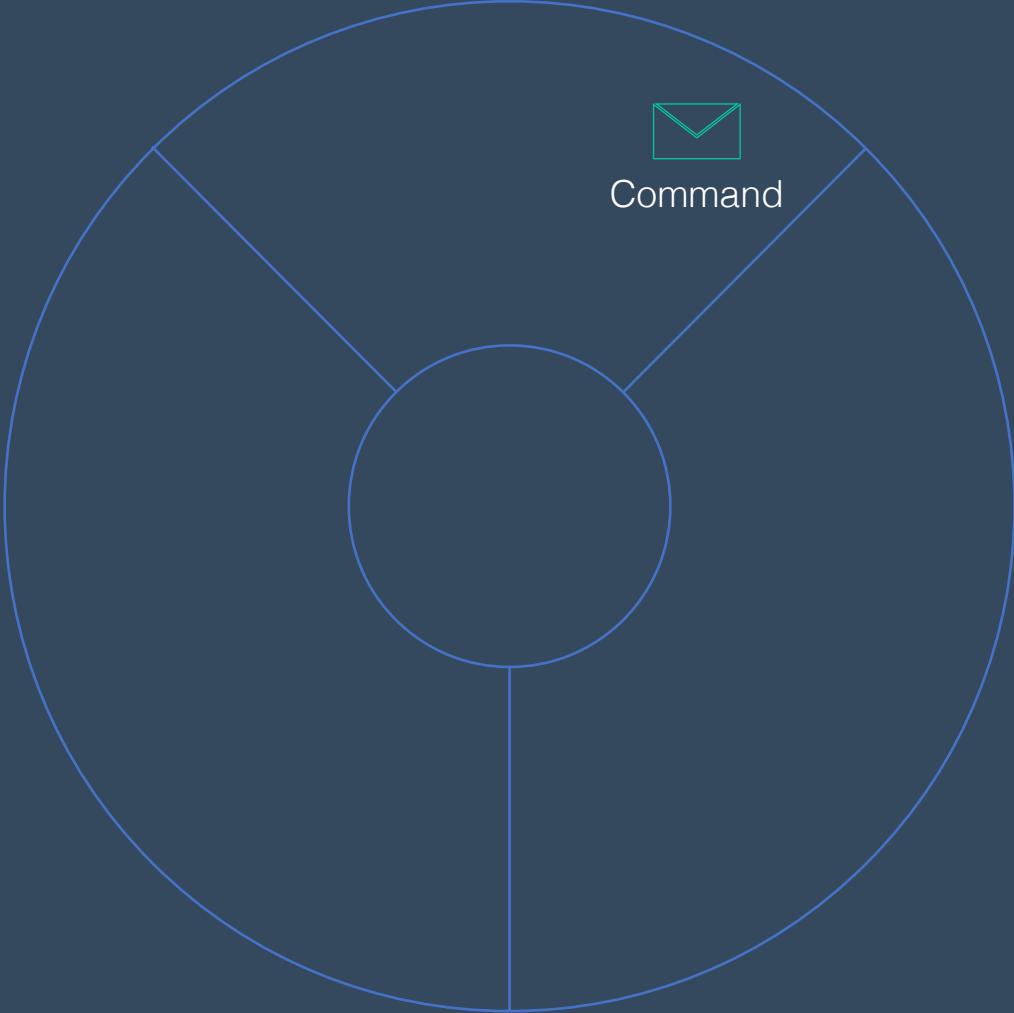
CQRS-ES

API



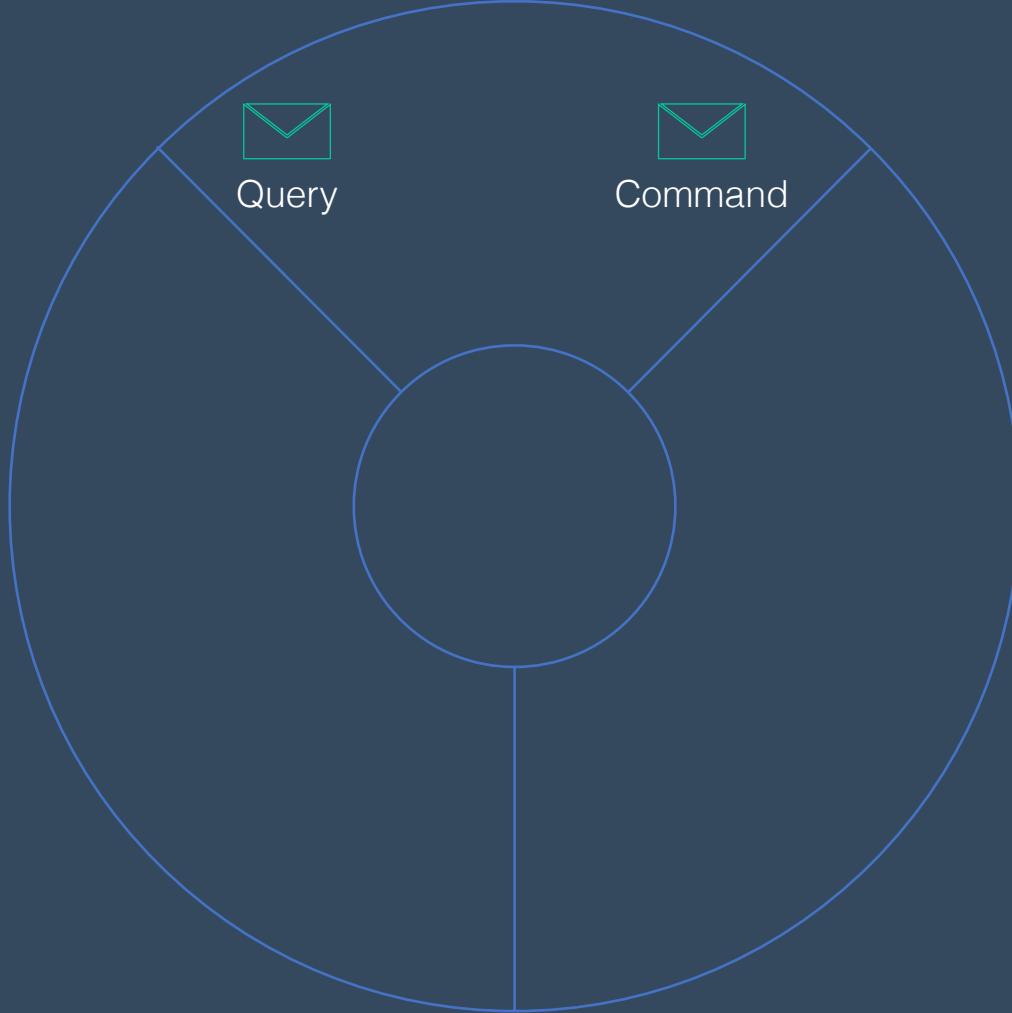
CQRS-ES

API



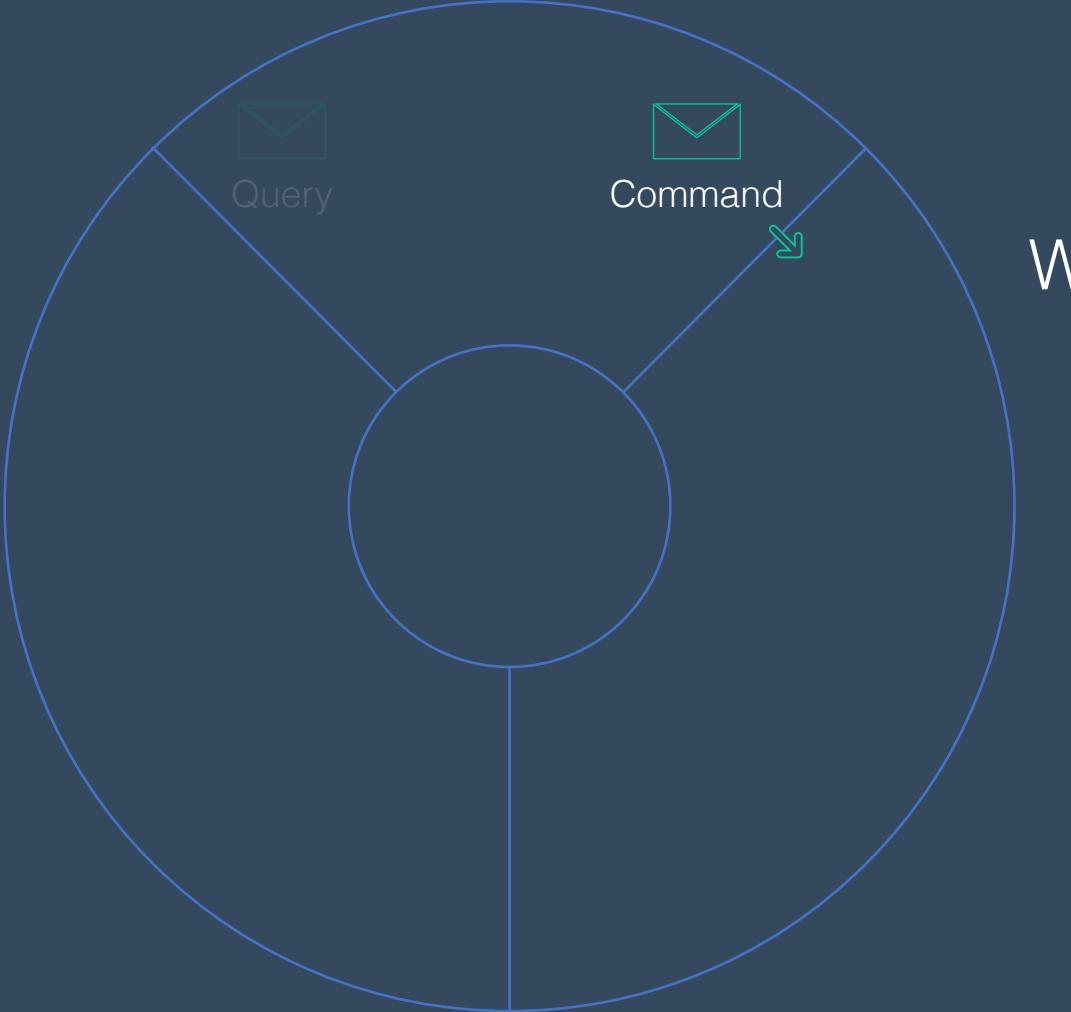
CQRS-ES

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CQRS-ES

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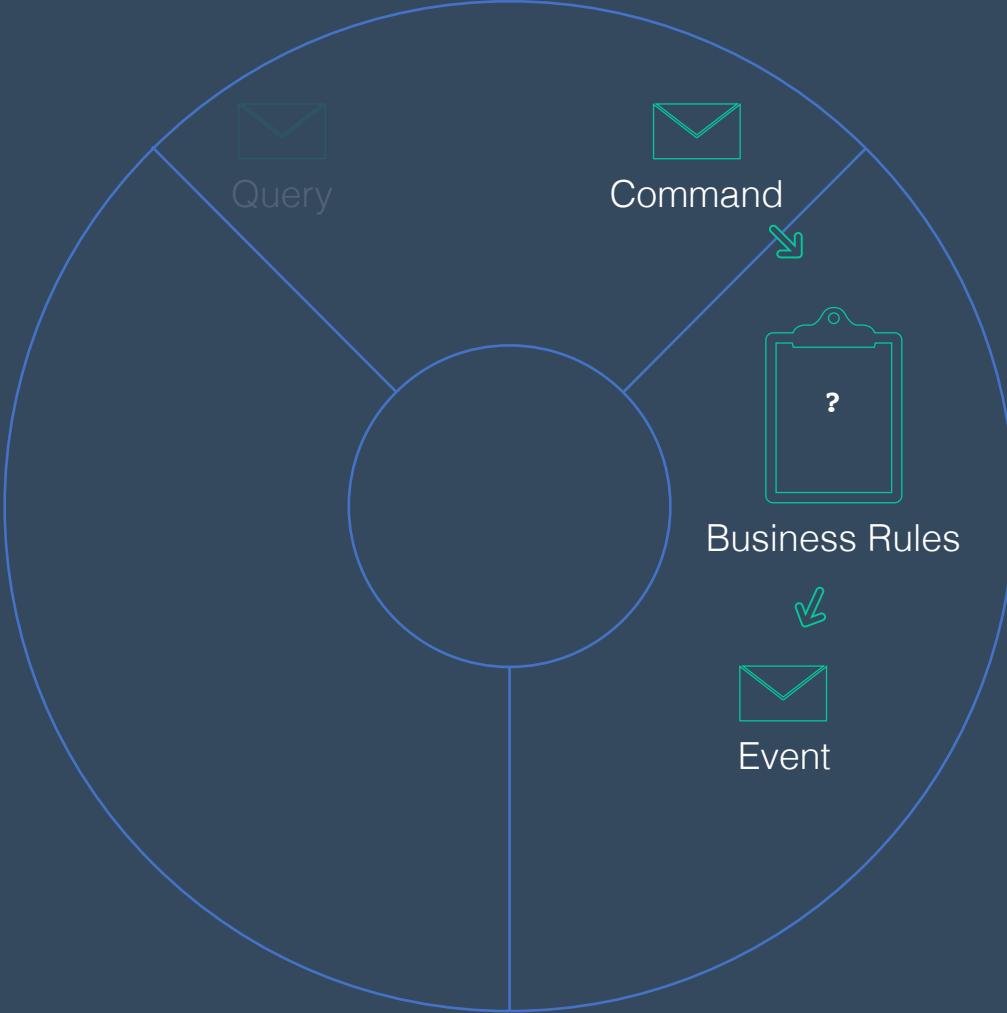


Write Model



CQRS-ES

API

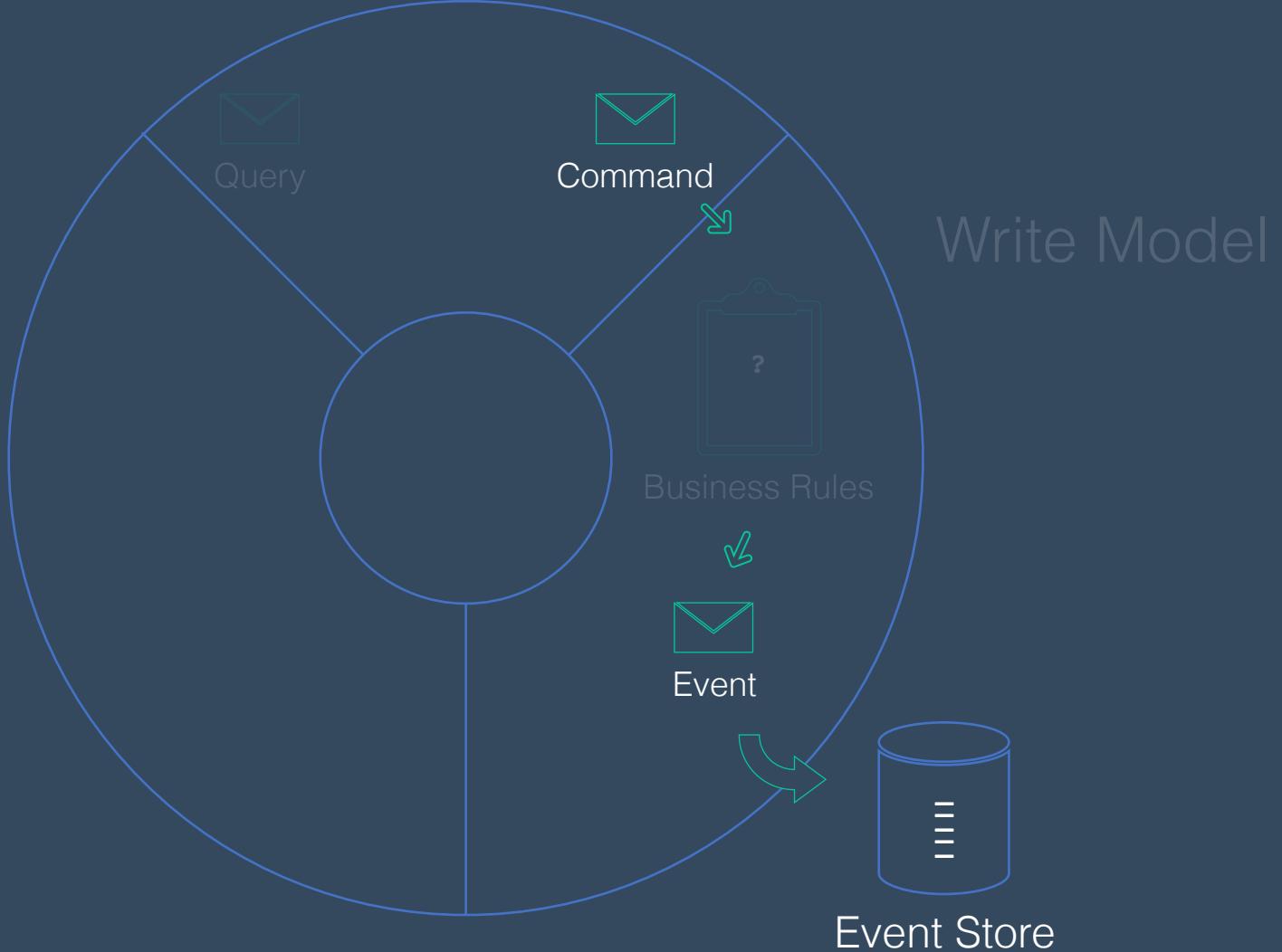


Write Model



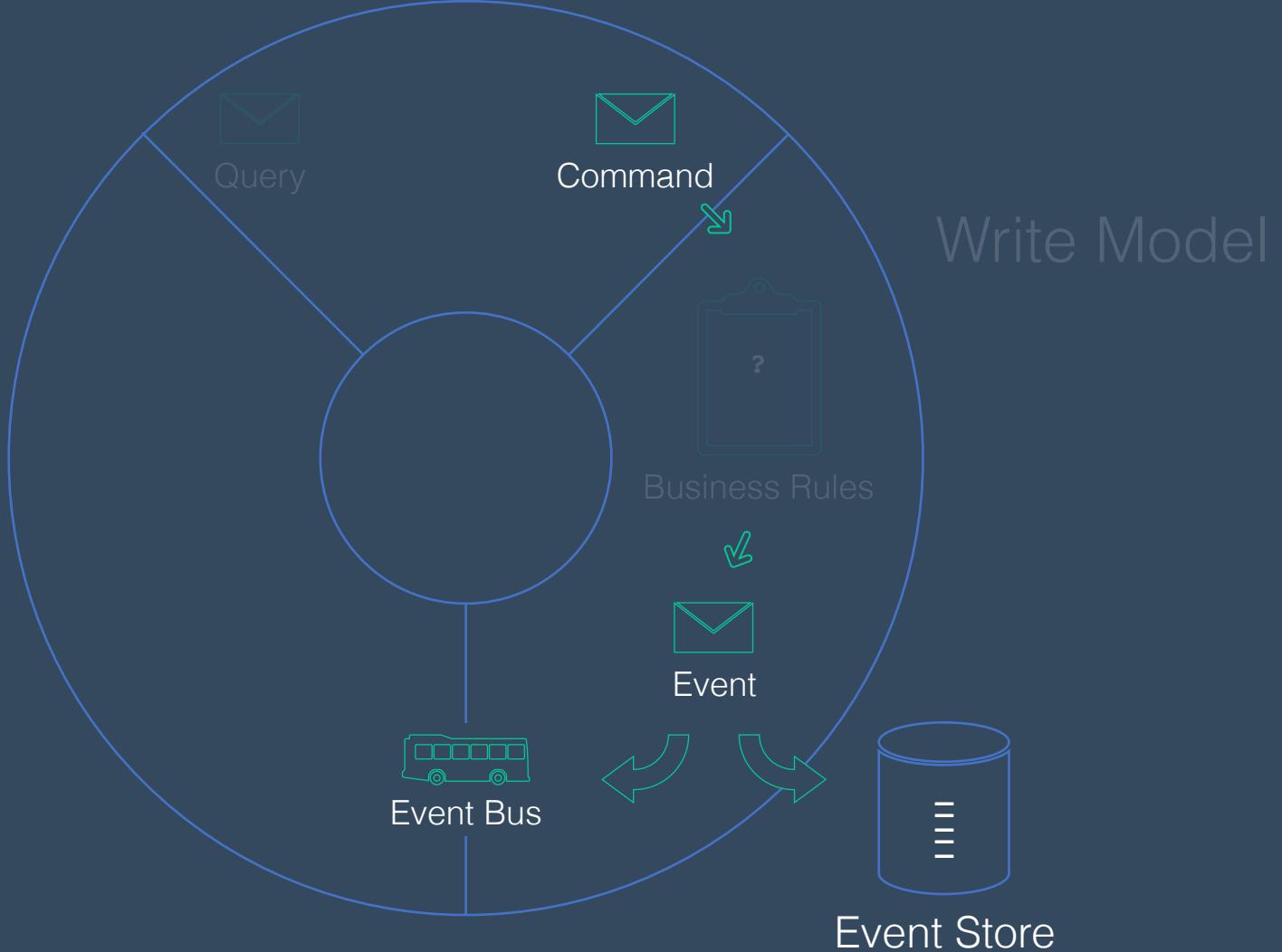
CQRS-ES

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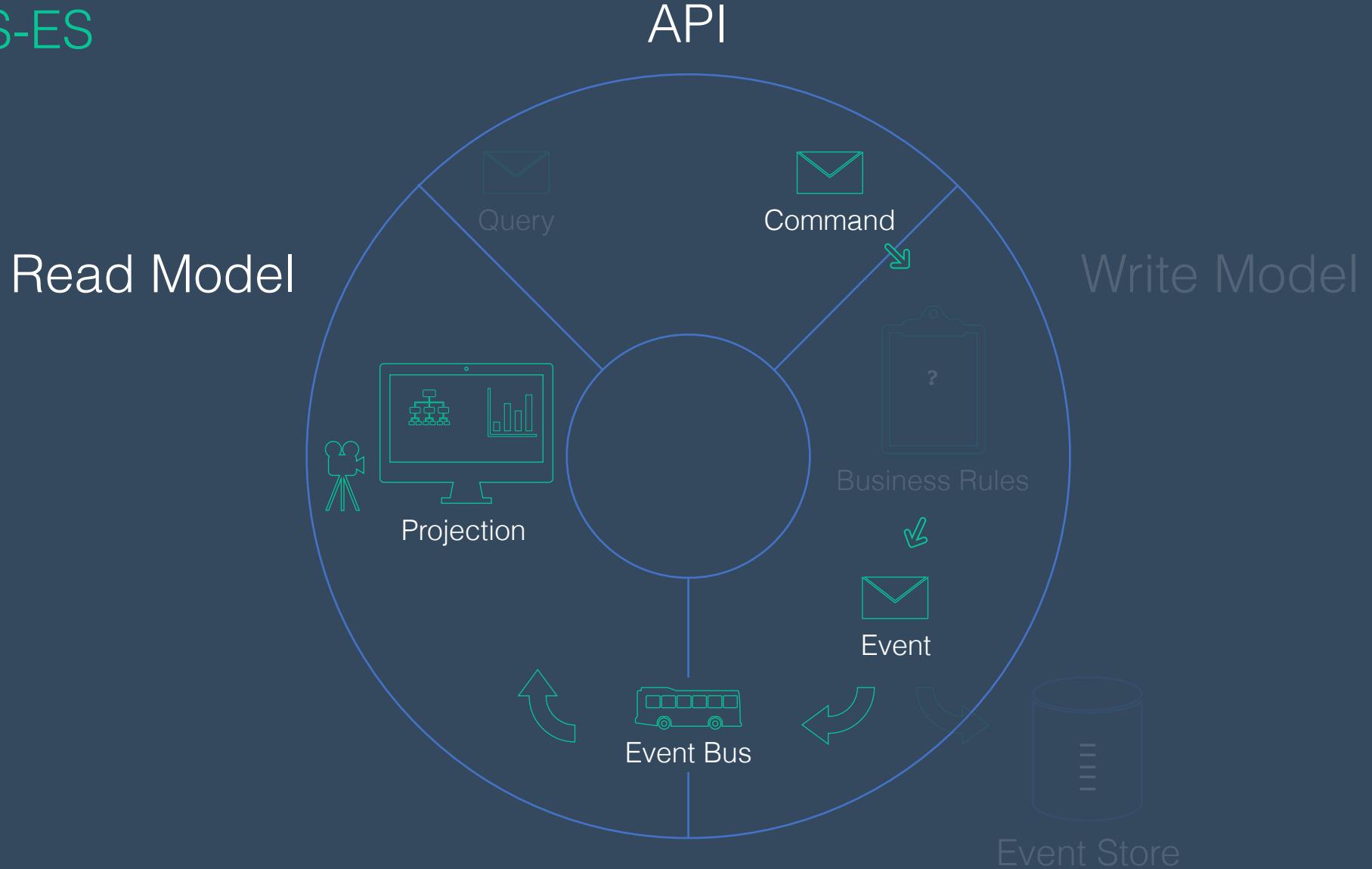


CQRS-ES

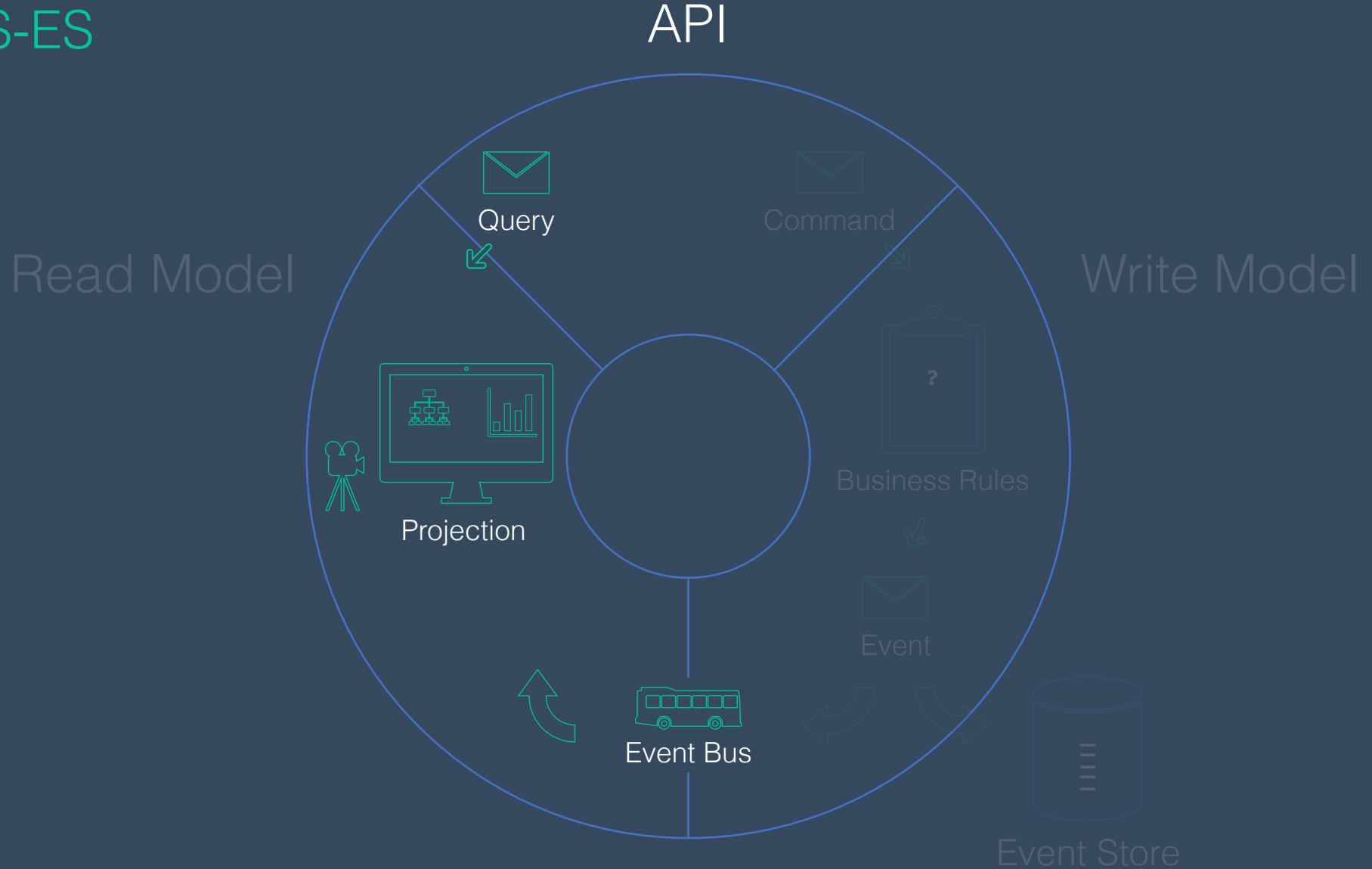
API



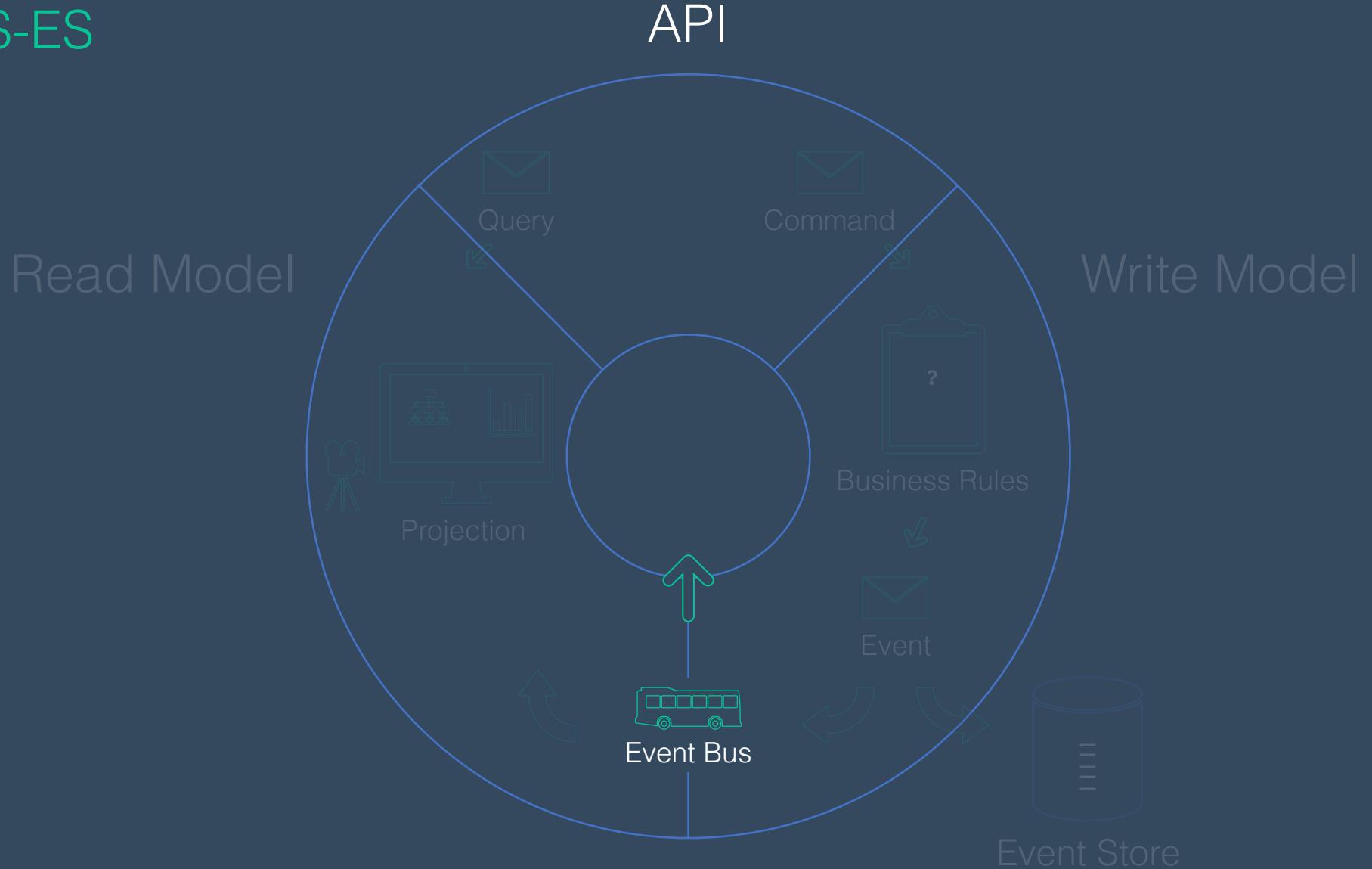
CQRS-ES



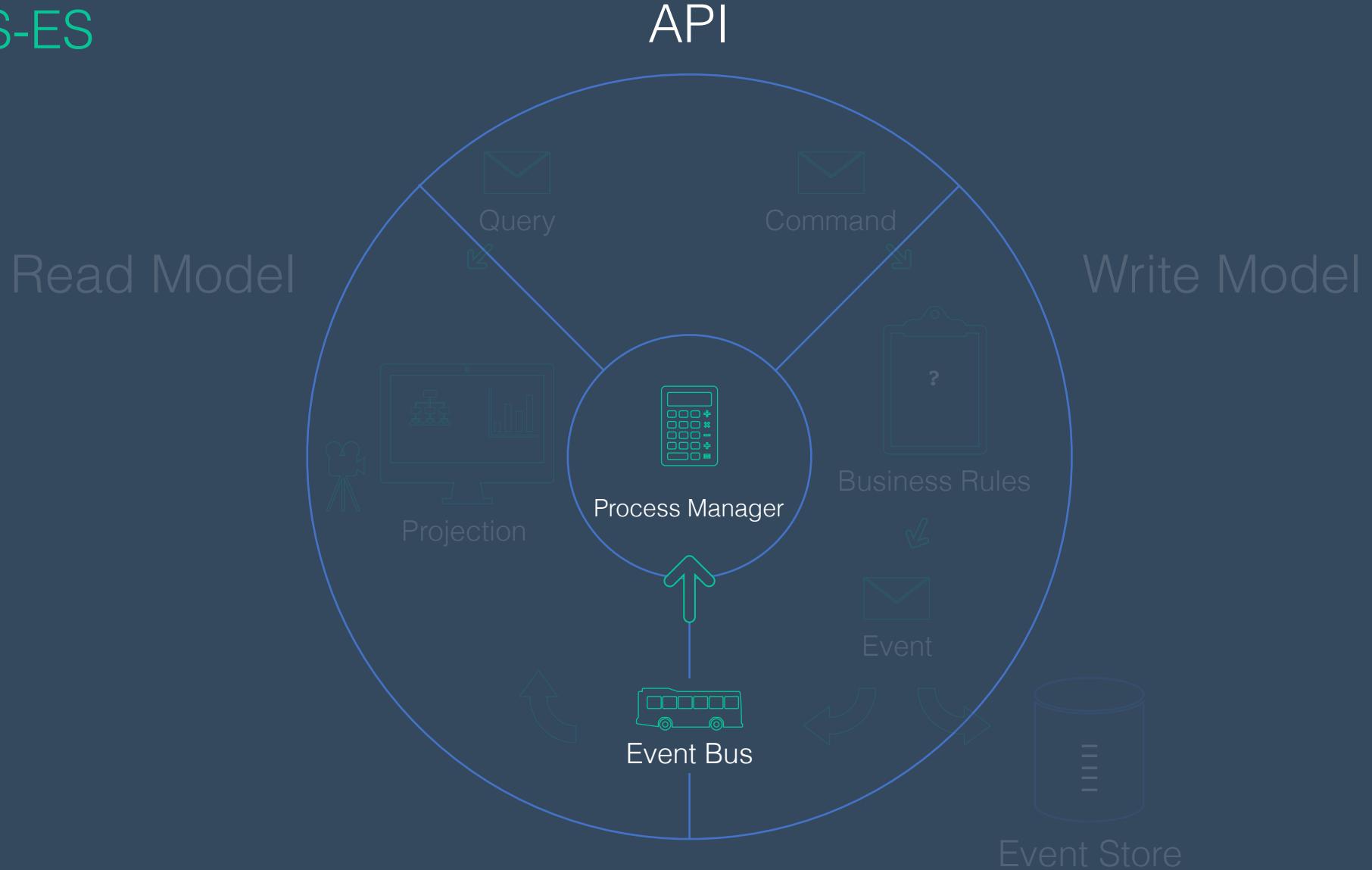
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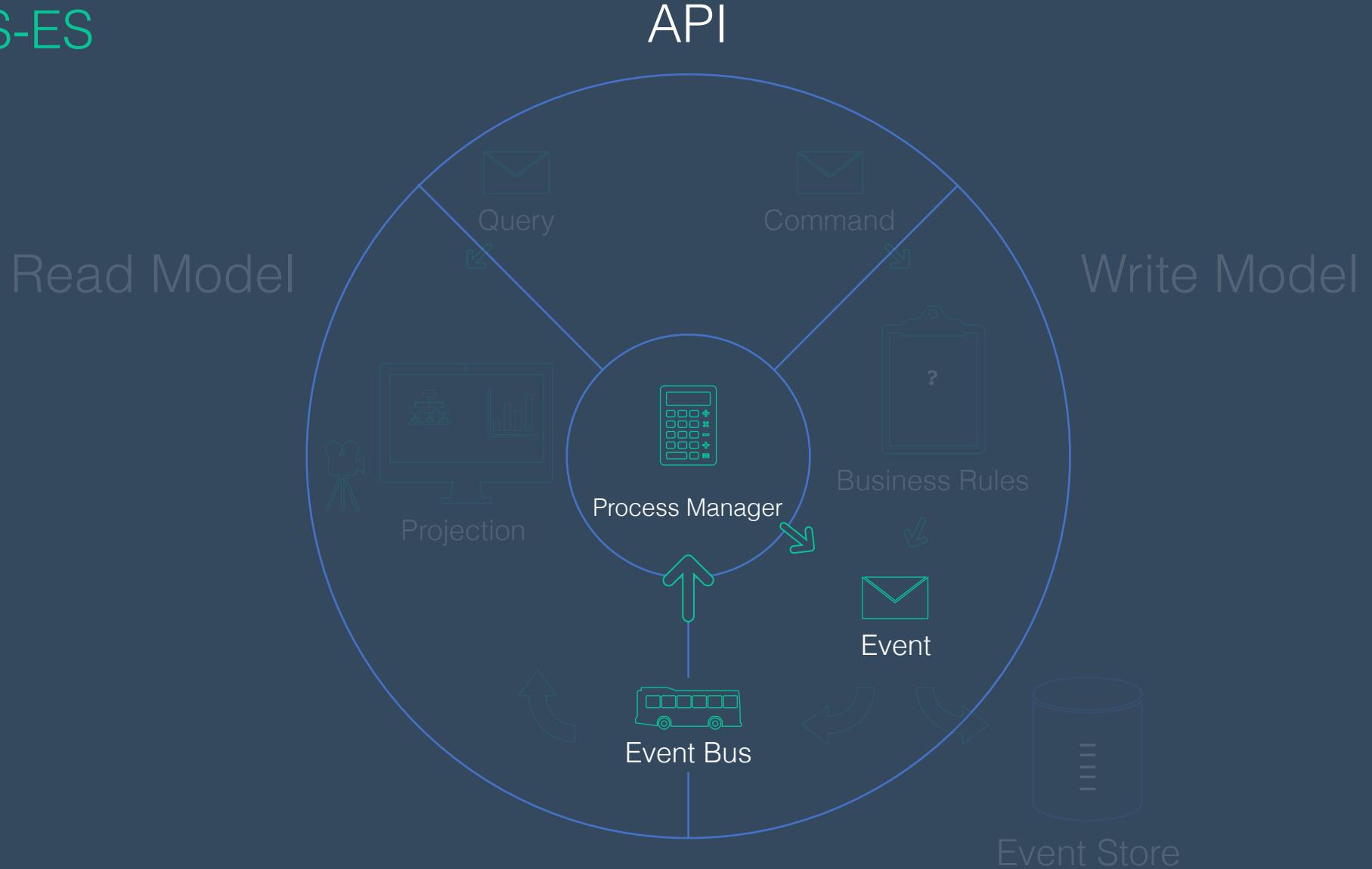
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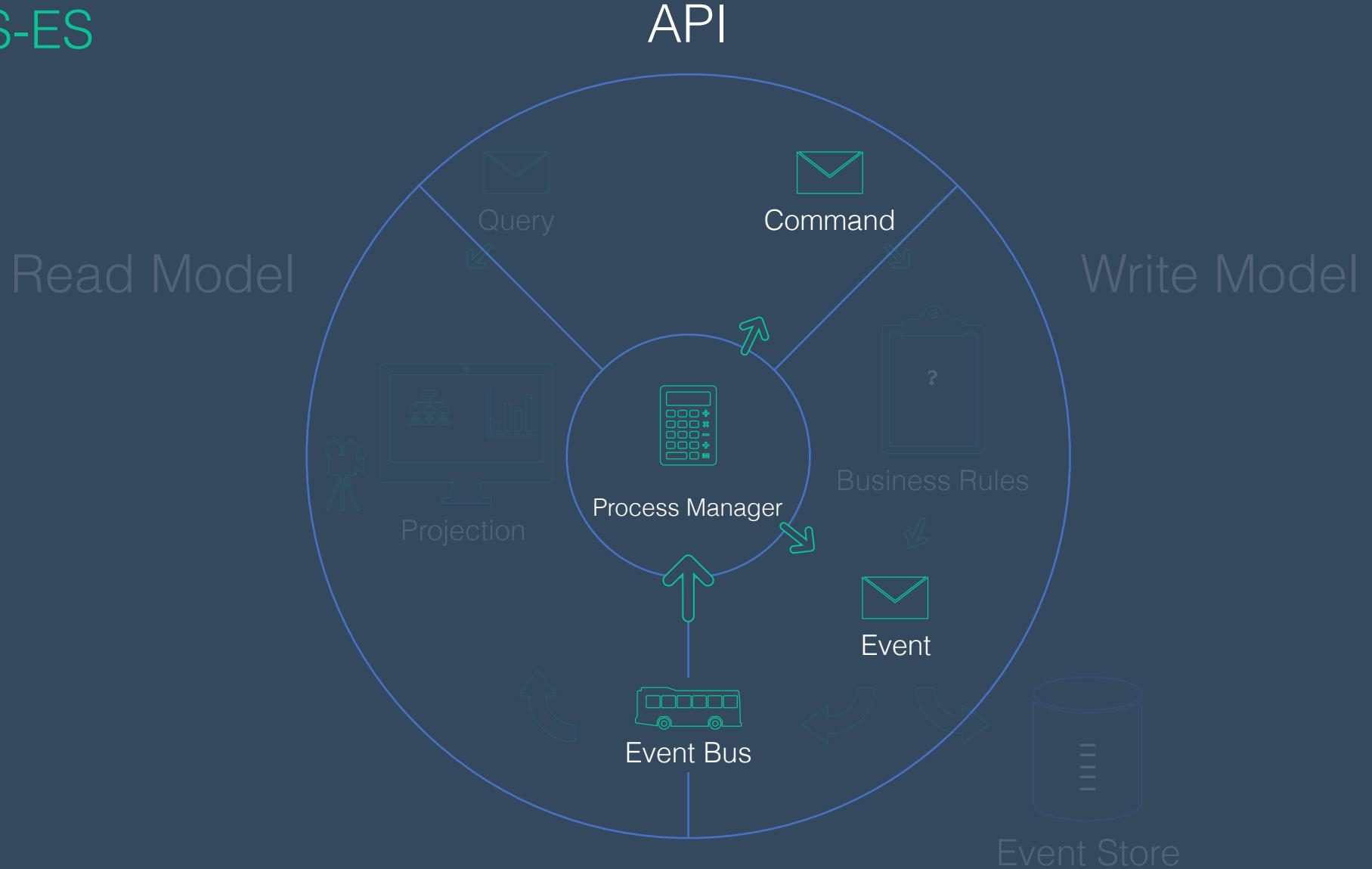
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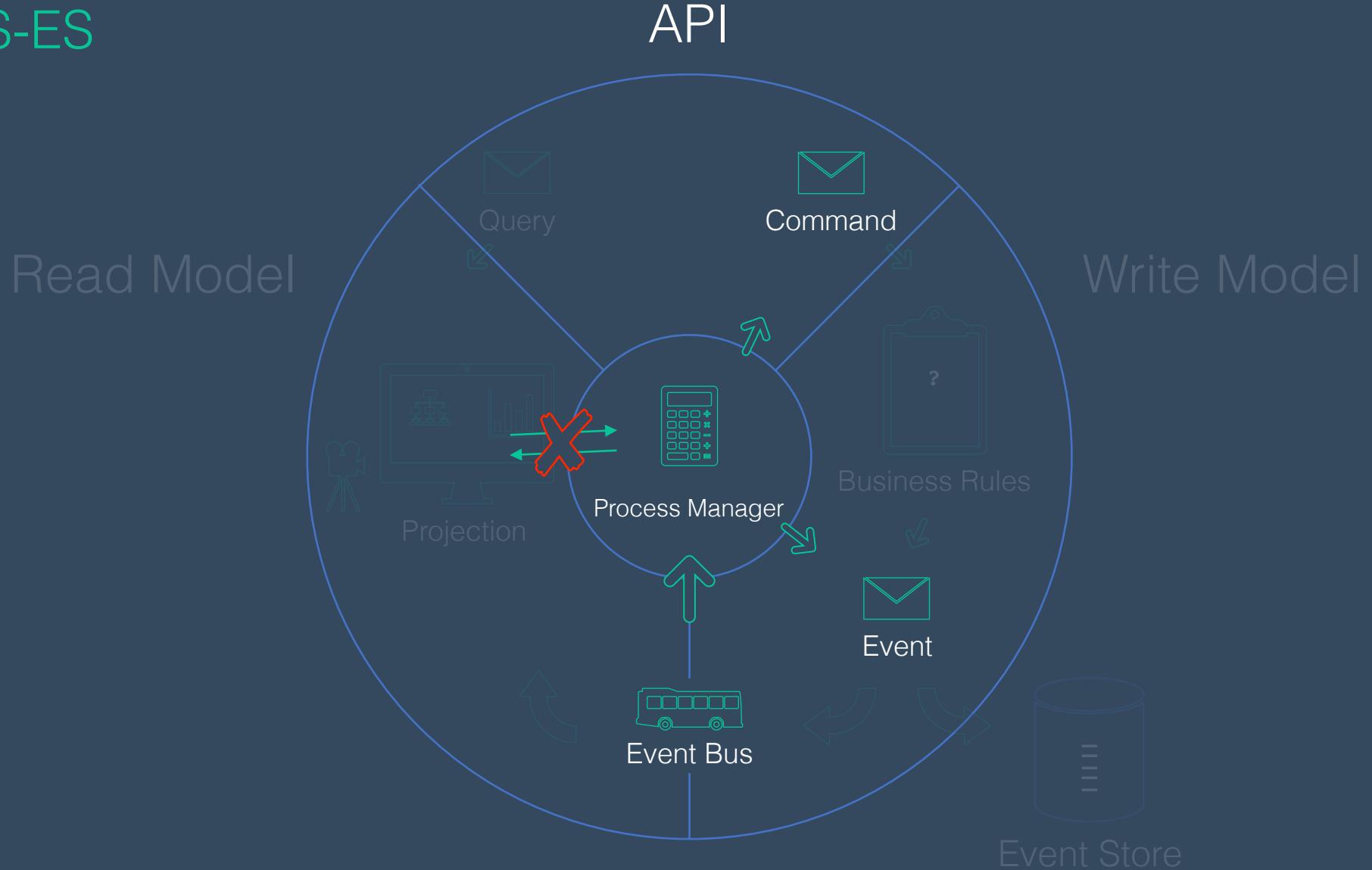
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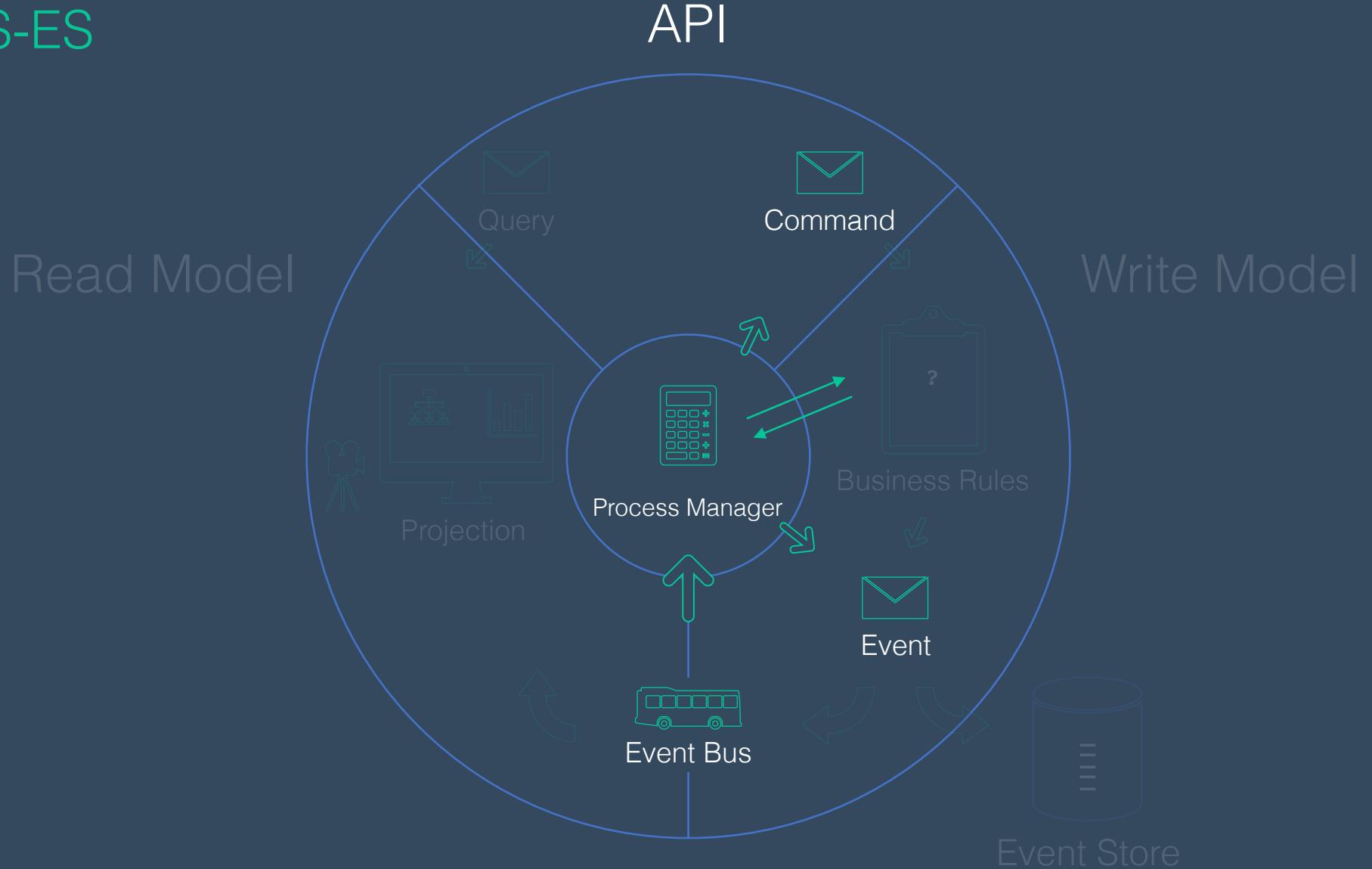
CQRS-ES



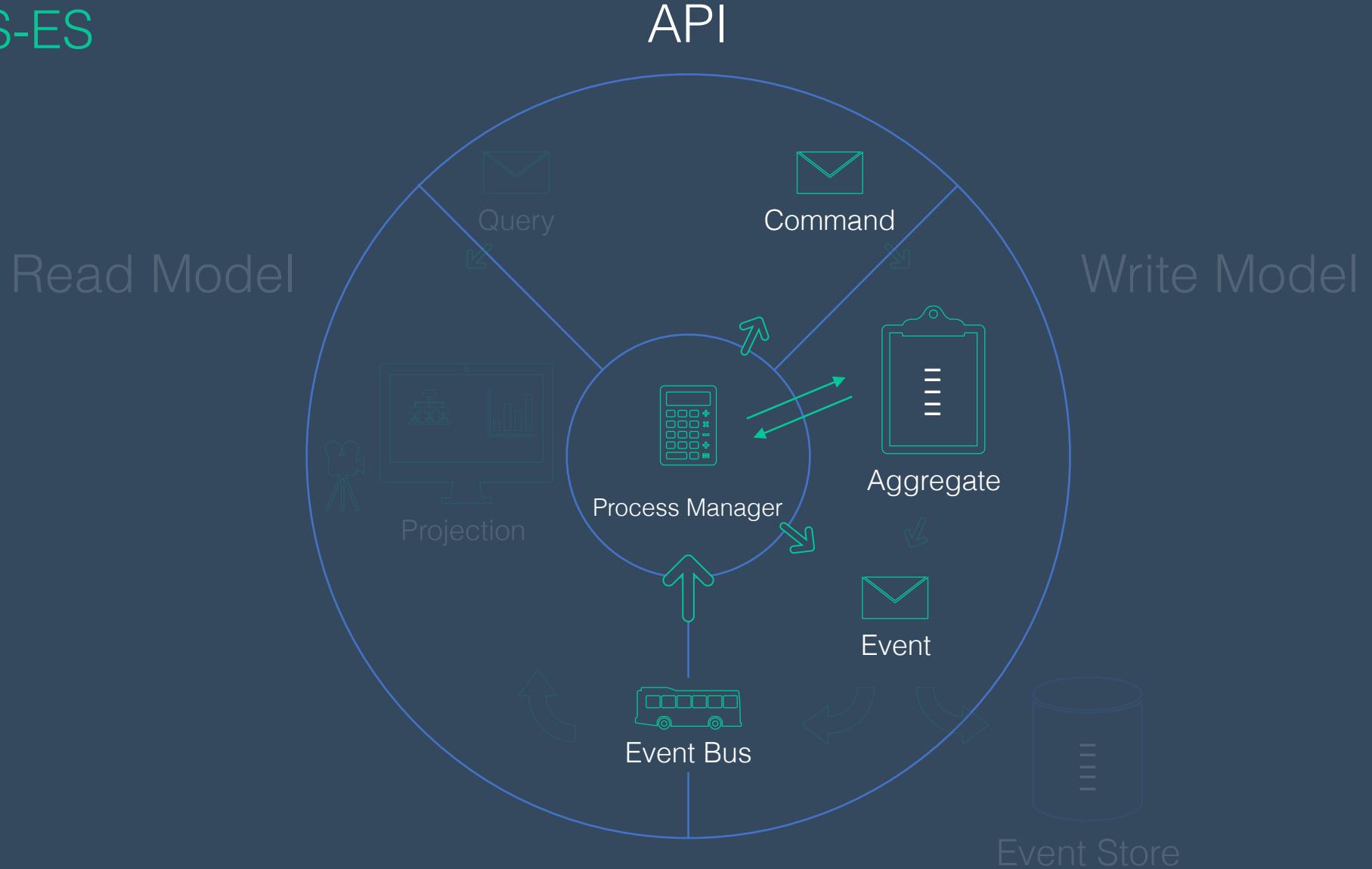
CQRS-ES



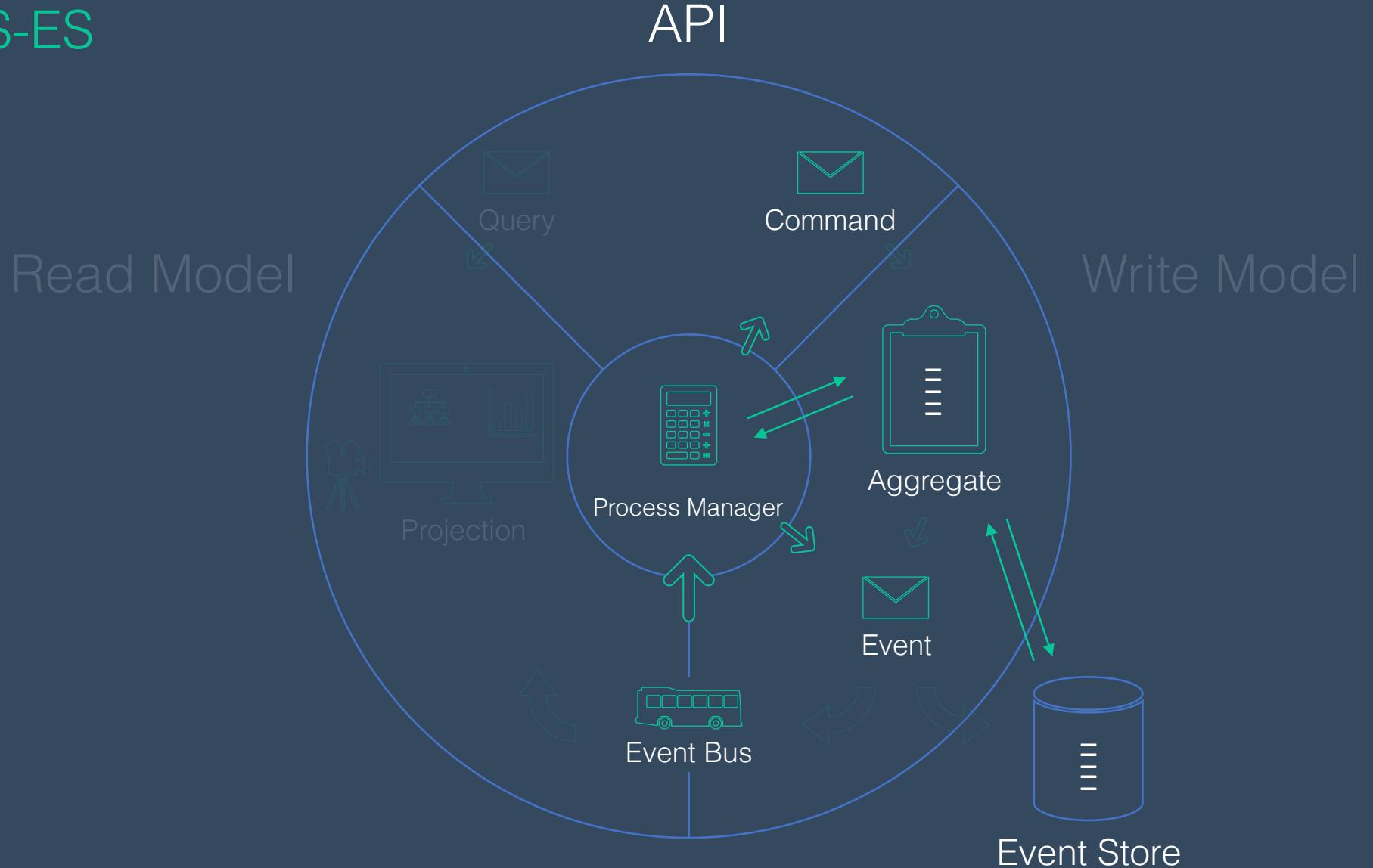
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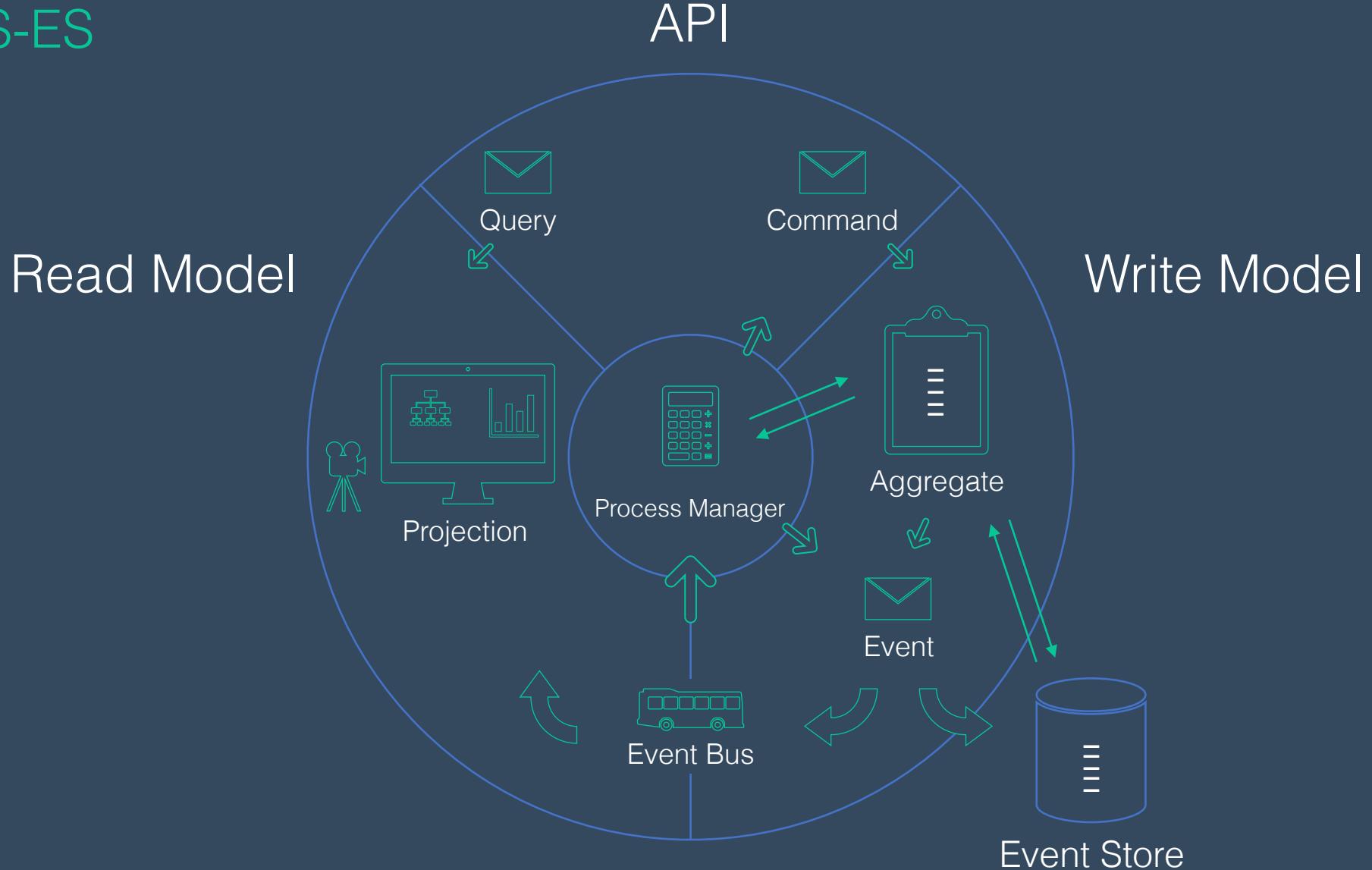
CQRS-ES



CQRS-ES



CQRS-ES



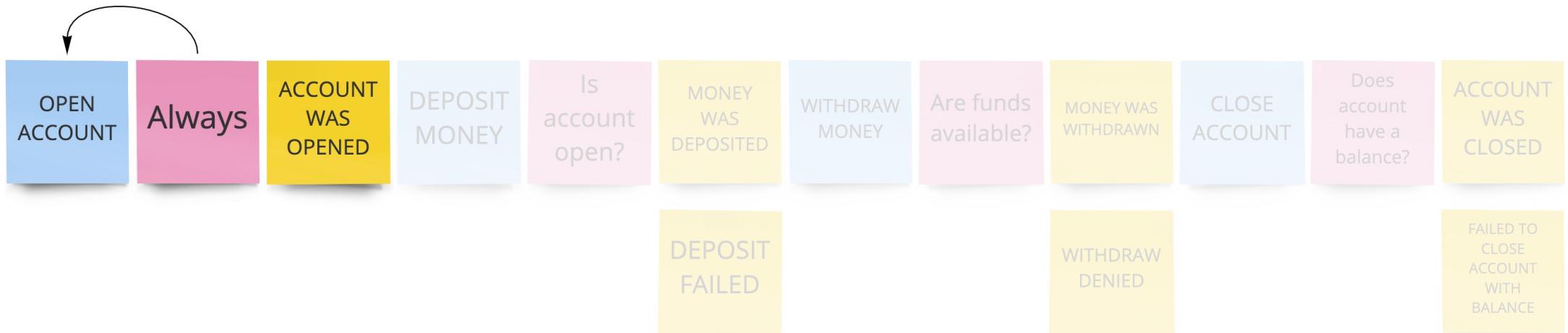
Just Do It!



TDD Example

Bank Account





Bank Account Example



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```
func TestOpenAccount_Emits_AccountWasOpened(t *testing.T) {
    // Given
    app := NewTestApp()

    // When
    app.Execute(
        bank.OpenAccount{
            AccountId: accountId,
        })

    // Then
    ExpectEmittedEvents(t, app,
        bank.AccountWasOpened{
            AccountId: accountId,
        })
}
```



UNIT TEST

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UNIT
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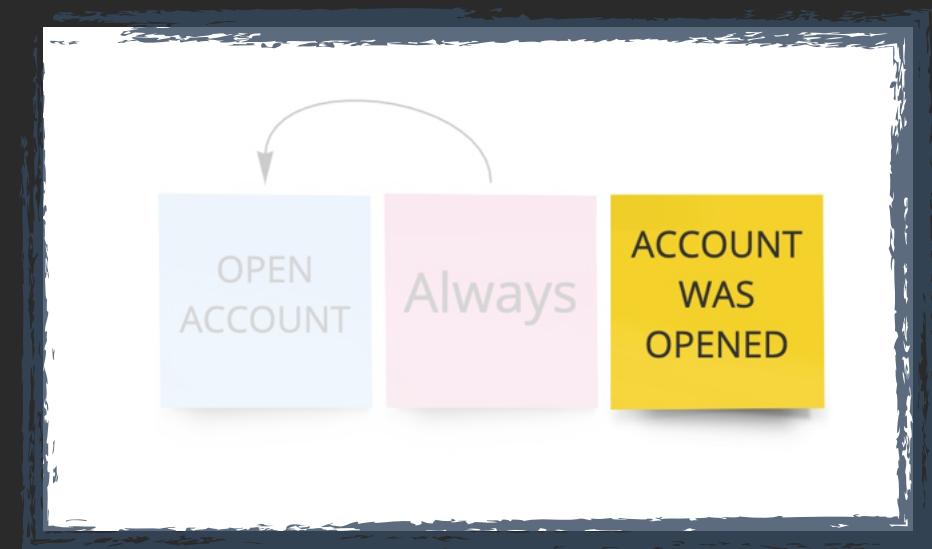
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C O M M A N D

H A N D L E R

```
func (a *App) Execute(command interface{}) {
    switch c := command.(type) {

        case OpenAccount:
            a.handleWithAccountAggregate(c.AccountId, command)

    }
}
```



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H A N D L E R

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    account := NewAccountAggregate(events)
    account.Handle(command)
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C O M M A N D H A N D L E R

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A G G R E G A T E

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func (a *AccountAggregate) Handle(command interface{}) {
    switch c := command.(type) {

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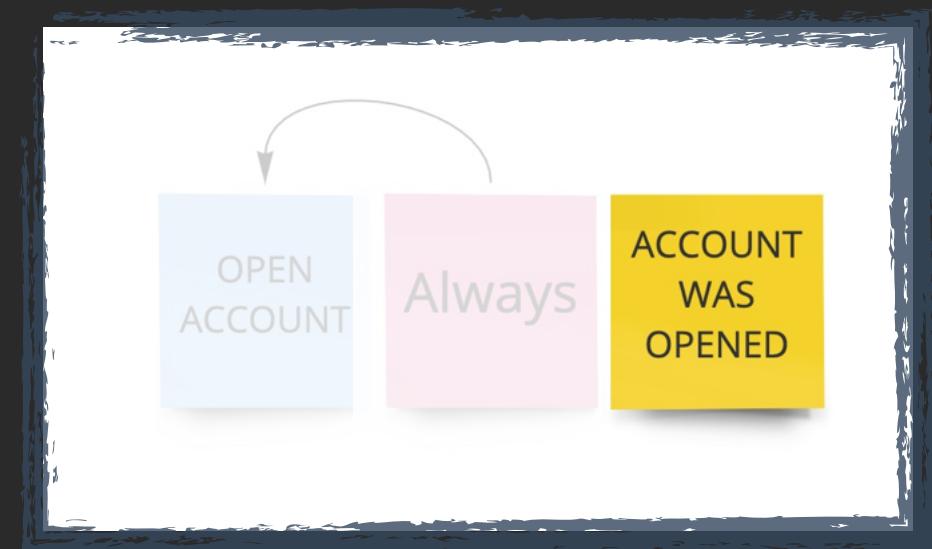
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C O M M A N D H A N D L E R

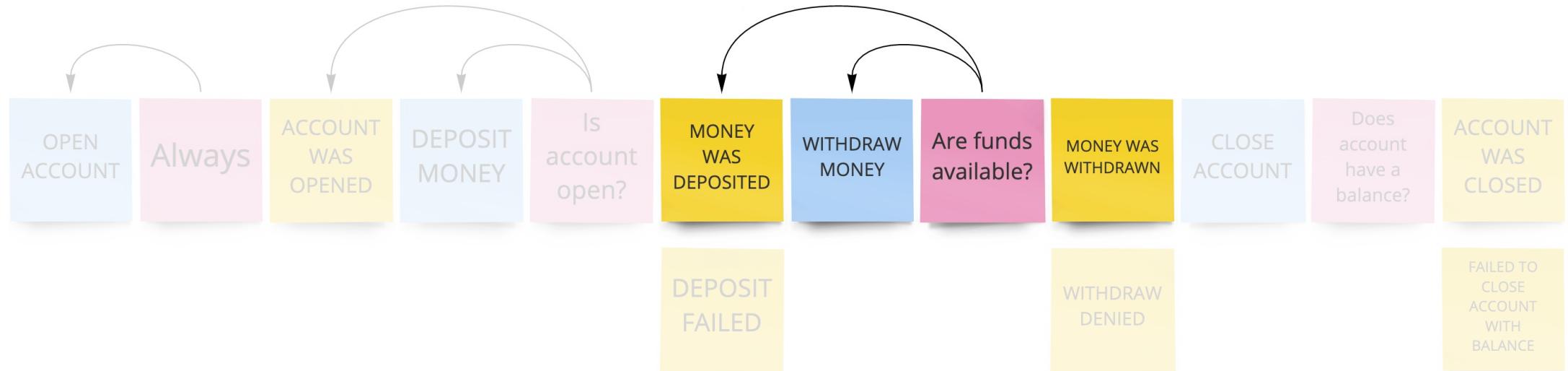
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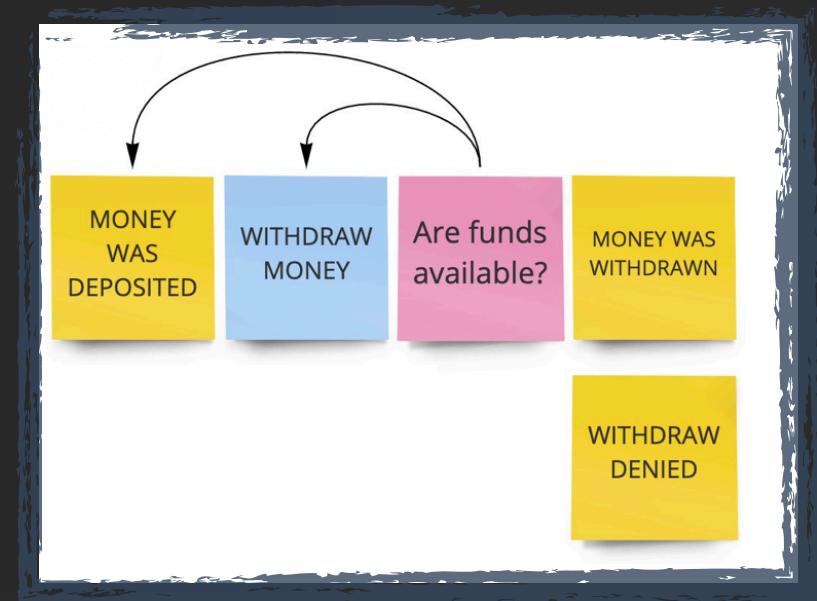


Bank Account Example



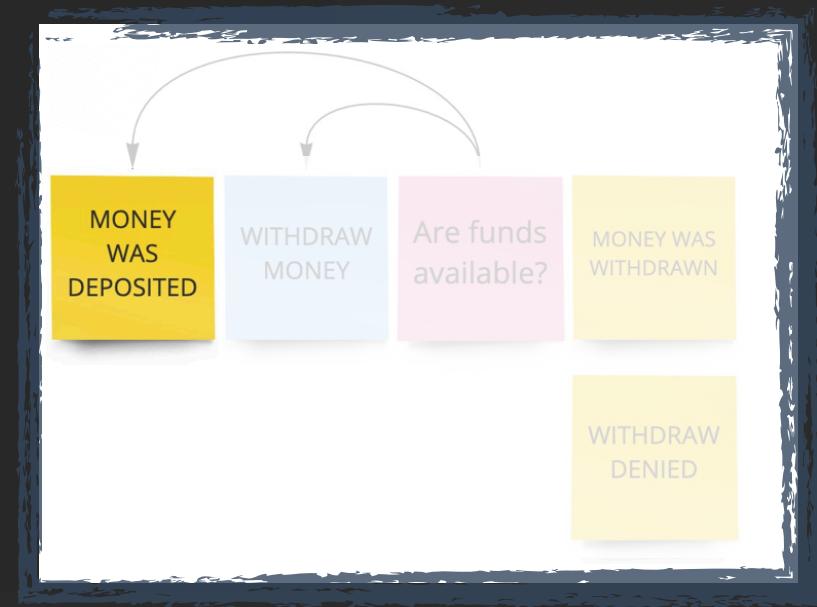
UNIT TEST

```
func TestWithdrawMoney_WhenFundsAreAvailable_Emits_MoneyWasWithdrawn(t *testing.T) {  
    // Given  
    app := NewTestApp()  
    app.AcceptEvents(  
        aggregateId,  
        bank.AccountWasOpened{  
            AccountId: accountId,  
        },  
        bank.MoneyWasDeposited{  
            AccountId: accountId,  
            Amount:    100,  
        })  
  
    // When  
    app.Execute(  
        bank.WithdrawMoney{  
            AccountId: accountId,  
            Amount:    75,  
        })  
  
    // Then  
    ExpectEmittedEvents(t, app,  
        bank.MoneyWasWithdrawn{  
            AccountId: accountId,  
            Amount:    75,  
            NewBalance: 25,  
        })  
}
```



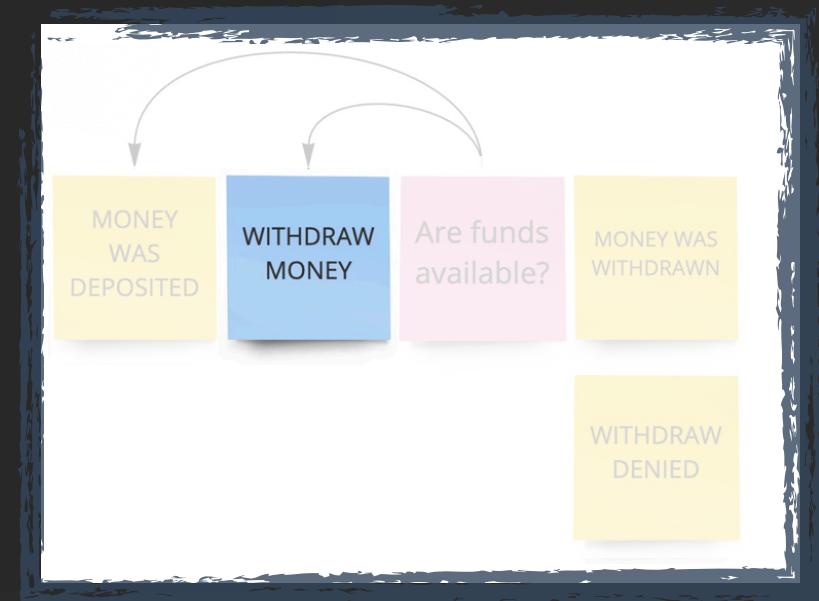
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            Amount:    100,
        })
    // When
    app.Execute(
        bank.WithdrawMoney{
            AccountId: accountId,
            Amount:    75,
        })
    // Then
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            AccountId: accountId,
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    // Then
    ExpectEmittedEvents(t, app,
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```



C O M M A N D H A N D L E R

```
func (a *App) Execute(command interface{}) {
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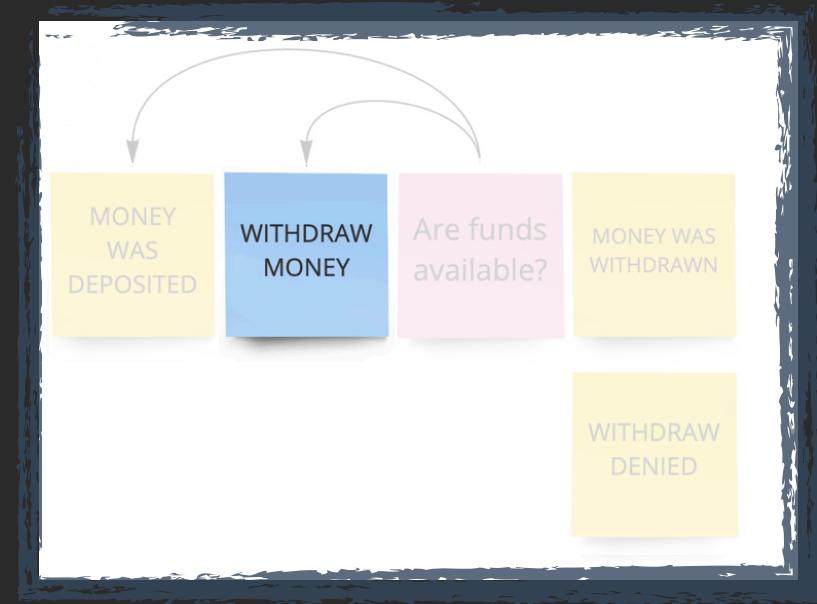
        case OpenAccount:
            a.handleWithAccountAggregate(c.AccountId, command)

        case CloseAccount:
            a.handleWithAccountAggregate(c.AccountId, command)

        case DepositMoney:
            a.handleWithAccountAggregate(c.AccountId, command)

        case WithdrawMoney:
            a.handleWithAccountAggregate(c.AccountId, command)

    }
}
```



C O M M A N D H A N D L E R

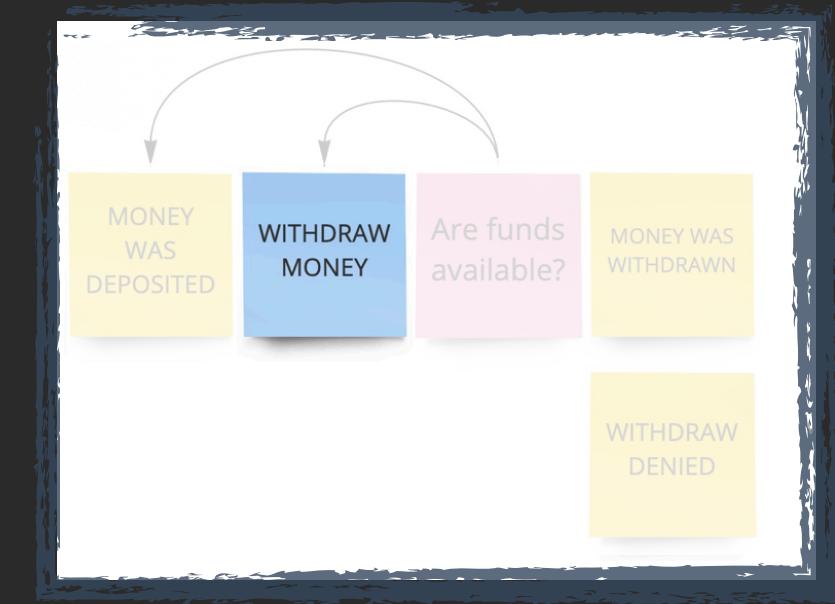
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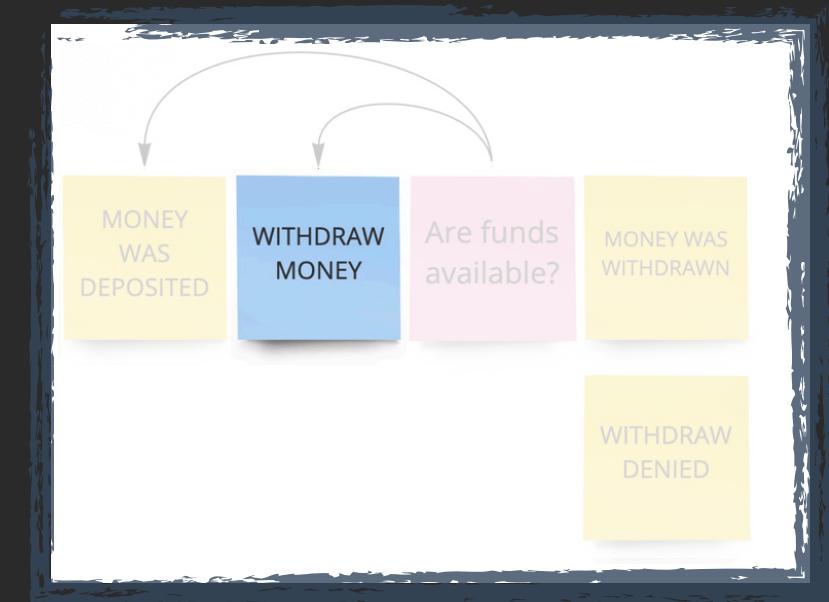
        case DepositMoney:
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C O M M A N D H A N D L E R

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```



A G G R E G A T E

```
func NewAccountAggregate(events []event.Event) *AccountAggregate {
    aggregate := &AccountAggregate{}

    for _, e := range events {
        aggregate.transition(e)
    }

    return aggregate
}

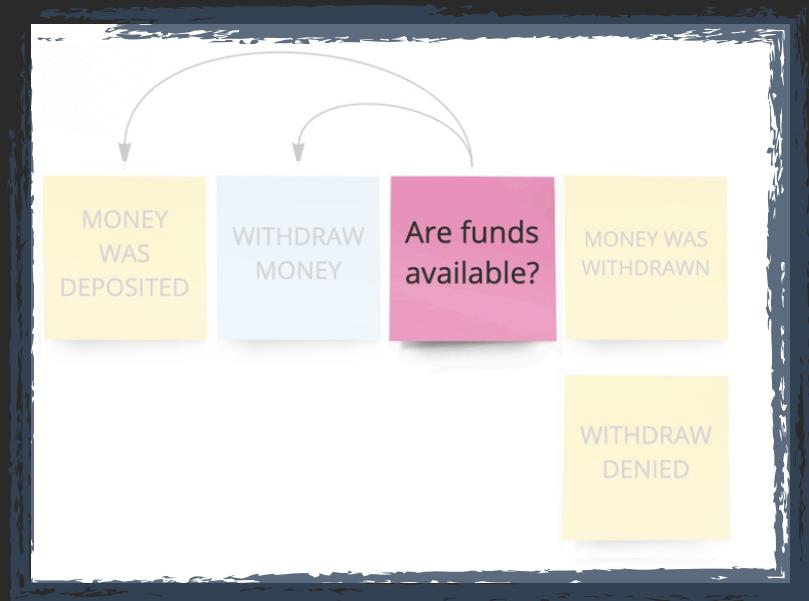
func (a *AccountAggregate) transition(e event.Event) {
    switch e := e.(type) {

    case AccountWasOpened:
        a.state.isOpen = true

    case MoneyWasDeposited:
        a.state.balance += e.Amount

    case MoneyWasWithdrawn:
        a.state.balance -= e.Amount

    }
}
```



A G G R E G A T E

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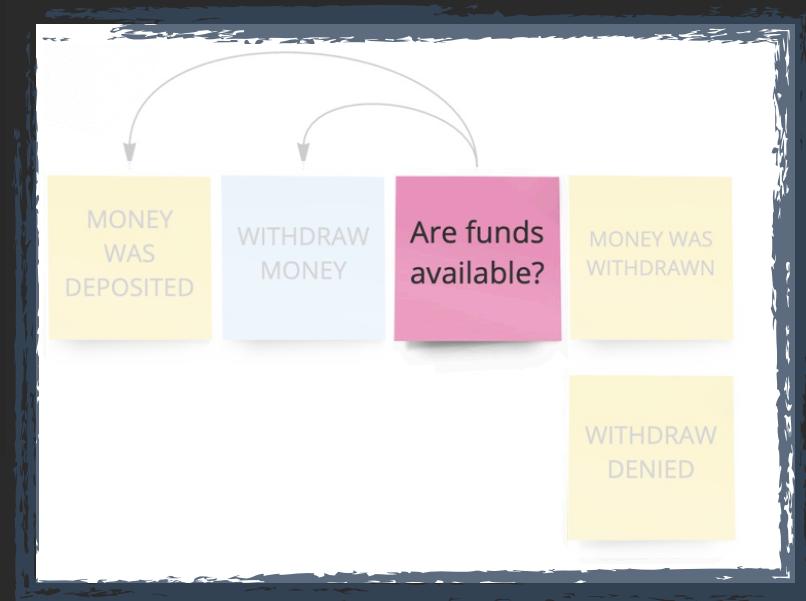
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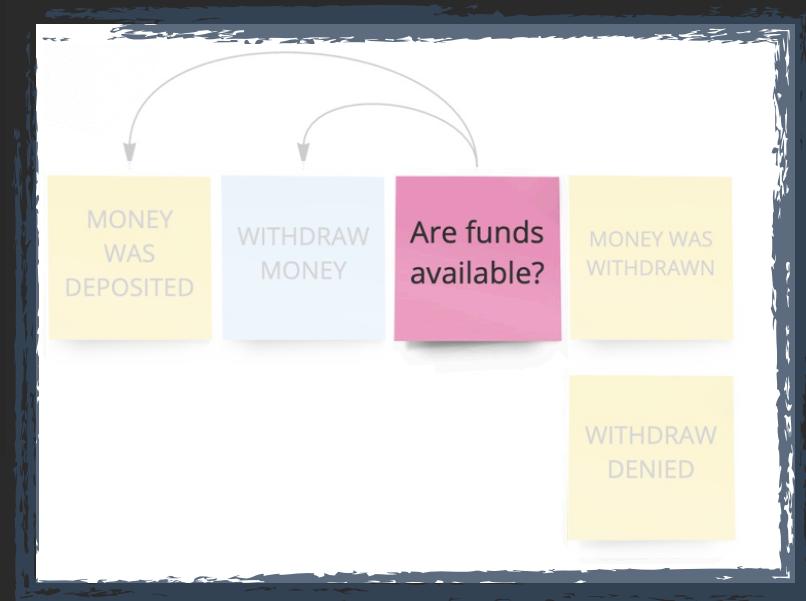
    return aggregate
}

func (a *AccountAggregate) transition(e event.Event) {
    switch e := e.(type) {

    case AccountWasOpened:
        a.state.isOpen = true

    case MoneyWasDeposited:
        a.state.balance += e.Amount

    case MoneyWasWithdrawn:
        a.state.balance -= e.Amount
    }
}
```



A G G R E G A T E

```
func NewAccountAggregate(events []event.Event) *AccountAggregate {
    aggregate := &AccountAggregate{}

    for _, e := range events {
        aggregate.transition(e)
    }

    return aggregate
}

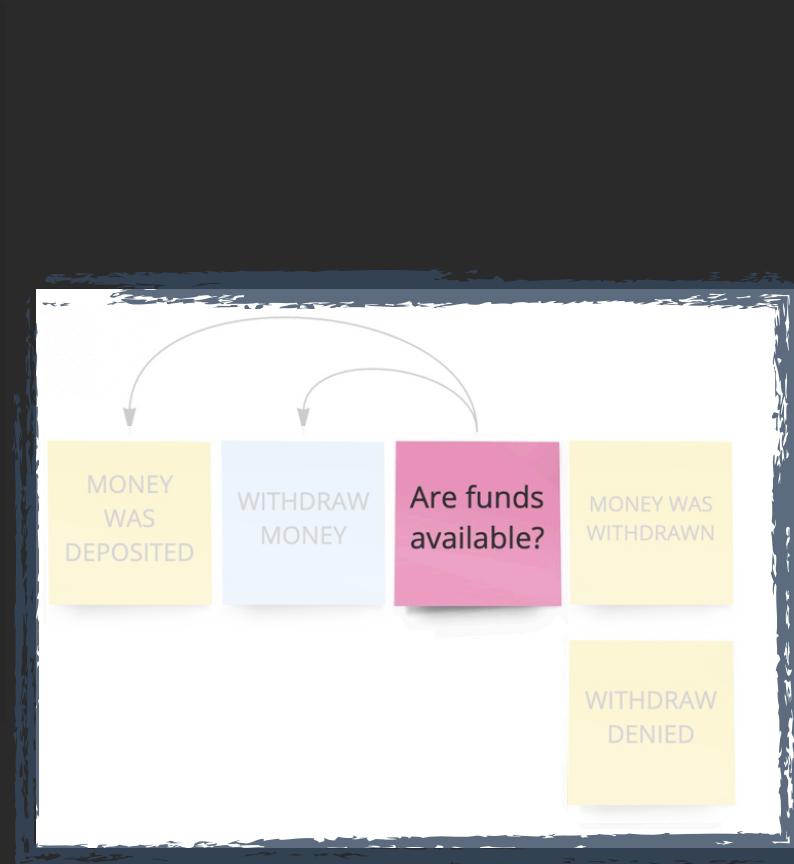
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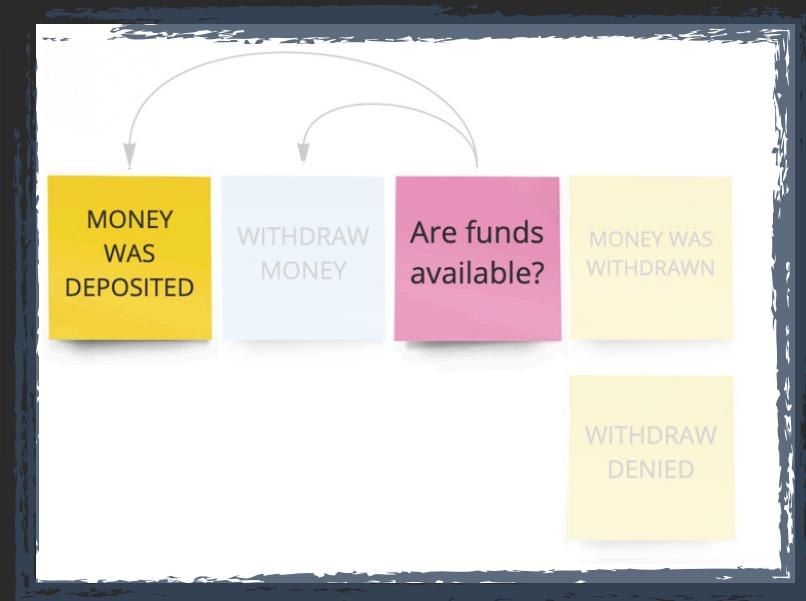
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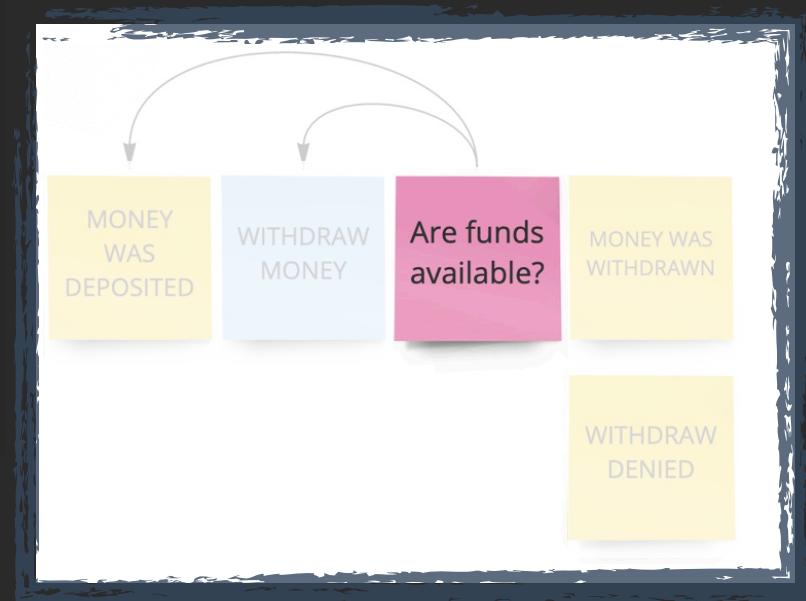
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C O M M A N D H A N D L E R

```
func (a *App) handleWithAccountAggregate(aggregateId string, command interface{}) {  
    events := a.eventStore.Events(aggregateId)  
    account := NewAccountAggregate(events)  
    account.Handle(command)  
    a.eventStore.Save(aggregateId, account.PendingEvents...)  
}
```

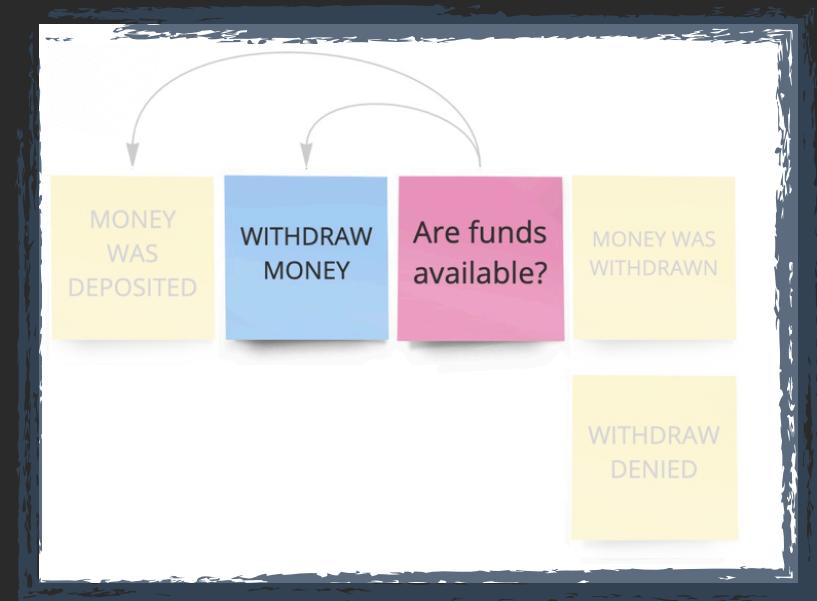


A G G R E G A T E

```
func (a *AccountAggregate) Handle(command interface{}) {
    switch c := command.(type) {

        case WithdrawMoney:
            if a.state.balance < c.Amount {
                a.emitEvent(WithdrawDenied{
                    AccountId:      c.AccountId,
                    Amount:         c.Amount,
                    CurrentBalance: a.state.balance,
                })
                return
            }

            a.emitEvent(MoneyWasWithdrawn{
                AccountId:  c.AccountId,
                Amount:     c.Amount,
                NewBalance: a.state.balance - c.Amount,
            })
    }
}
```

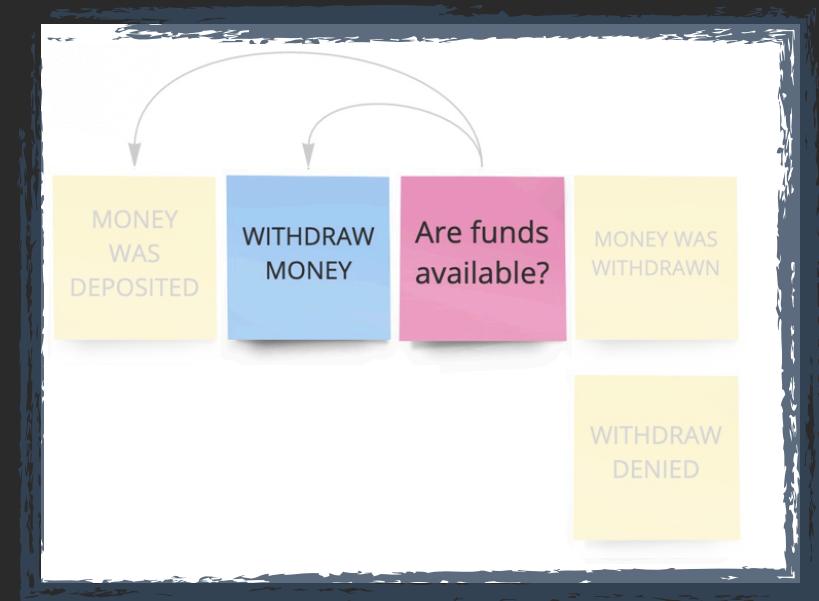


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Questions?

Feedback is welcome

